OGL

3.5 SYSTEM COMPATIBLE

OTHERVERSE GAMES

THE BLACK BESTIARY

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The Black Bestiary

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Fully Compatible with the PFRPG.

Requires the D20 Modern Core Rulebook, Published by Wizards of the Coast

Black Tokyo is a unique modern-magic and urban horror campaign inspired equally by Japanese folklore and hentai horror and guro anime. A dark reality called the Black Else invades a twisted version of the modern world. Ordinary men and women are helpless against demons, oni and undead, and only the boldest heroes have an even chance against the perverse and the vile.

The Black Bestiary details the horrors of this strange, adults only campaign setting. Inside, you'll find details of monsters as diverse as the pathetic, strangling cord called an *Ittan*, all the way up to cruel and god-like beings like the *Vitruvian Walker*, the legendary *Biwa Centipede*, or even worse things. Potential friends and foes, such as warriors of the feminist *Eyrines Sisterhood*, brutal *Rape Pure* brawlers, heroic *Tokyo Metropolitian Police Department* officers, and more are also fully detailed.

The Black Bestiary includes all the monsters presented in the Black Tokyo Unlimited Edition to date, as well as dozens of all new monsters, creature variants, and other threats. Where the monsters found in Black Tokyo Unlimited generally had their origins as warped revisions of traditional Japanese folkloric creatures, many of those in the Black Bestiary are reflections of more modern nightmares. With new creatures ranging from the pitiful and idiotic, sea-shell crunching *Awabi* to the bat winged, night prowling and cannibalistic *Devil Vigilante* all the way to the Queen of Hell itself, the nightmarish *Izanagi,* ***The Black Bestiary*** includes well over one hundred vicious horrors for every level of your campaign.

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Aketeko - CR 5

Large CE Plant
XP 1,600
Init -3 **Senses** Tremorsense 60 ft, Perception -1
Languages none
Aura Twisting Roots (10 ft radius around the Aketeko is considered *difficult terrain*)

Defense
AC 18 **Touch** 6 **Flatfooted** 18 (-1 size, -3 DEX, +12 natural)
HP 7d8 + 28 hp (60 HP)
FORT +9 **REF** -1 **WILL** +1
Immune plant immunities, mind-influencing effects
Weaknesses fire vulnerability

Offense
Spd 20 ft **Burrow** 10 ft
Melee +10/+5 tendrils (1d8 +6 slashing plus grab and constrict)
Special Actions Constrict (1d8+6 slashing)

Statistics
Str 23 **Dex** 5 **Con** 18 **Int** - **Wis** 7 **Cha** –
Base Atk +5 **CMB** +12 **CMD** 19 (cannot be tripped)

Ecology
Environment any forest
Organization solitary or trio
Treasure incidental (remains and lost items of past victims)

Special Abilities

Bloodsaw (EX)

The Aketeko feeds upon blood; soaks its razor sharp tap roots in warm mammalian flesh. Each time the Aketeko makes a critical hit against a living creature, in addition to taking damage, the victim must succeed at a DC 18 FORT save or suffer 1d3 points each of temporary STR and CON damage.

Each point of STR or CON damage inflicted heals the creature for 5 HP. Excess hit points are retained as temporary hit points, which remain for an hour before dissipating. As the Aketeko rips away tissue, its leafy tendrils absorb the gore and spilled blood, and the

creature grows noticeably, regenerating severed branches and burned leaves.

Twisting Roots (SU)

The Aketeko is surrounded by a constantly writhing zone of roots, creepers and noose-like vines. A 10 ft radius around the creature is considered *difficult terrain.*

Roleplaying

Forests have been a dumping place for corpses since the dawn of civilization, a truth of both the Earth-realm and the Tatakama. Certain plants have blood soaked roots- great weeping trees with leaves the color of spilled entrails. Their branches resemble a corpse's dangling limb, a hand covered in gore drooping from a high branch. Their wood is the color of naked muscle, and their knotty surfaces are covered in strange parodies of human sexual organs.

The Aketeko are dangerous, virtually mindless predators that lurk in the world's lonely places. Slow and lumbering, they prey on both genders, and though they have little in the way of sentience, they know just enough to favor sentient prey over mindless animals. Aketeko in the Earth-realm are execution devices and torture implements, used as guardian beasts by more powerful and evil creatures. Oni especially find it a pleasing spectacle to watch a clutch of Aketeko tear apart human children.

Similar Creatures

Jinmenju (CR 5)

Jinmenju are an especially disturbing breed of Aketeko, much favored by *oni* gardners and demonic botanists. When these devil-tress are in bloom, they display blood-red leaves like agonized human faces.

Remove the Aketeko's Twisting Roots aura and replace it with the Leaves Like Human Faces ability.

Leaves Like Human Faces (SU)

When the Jinmenju confirms a critical hit against a humanoid or monstrous humanoid target, a large, crimson leaf bloosoms on the tree, resembling the face of that creature. Until the Jinmenju is slain, or until the next leaf fall, the creature whose face is depicted suffers a -2 penalty on melee attack and damage rolls against the tree. The effect of multiple critical hits, and the blooming of multiple blossoms depicting a single character are cumulative.

Amakaze - CR 10

Medium LE Undead (evil, law)
XP 9,600
Init +4 **Senses** Darkvision 60 ft
Languages Common, Draconic, English, Infernal, Japanese
Aura Illusory Haze (all undead, outsider or monstrous humanoid allies within 60 ft appear human, WILL DC 28 negates)

Defense

AC 18 **Touch** 17 **Flatfooted** 14 (+4 DEX, +3 deflection, +1 equipment)
HP 15d8 + 45 hp (113 HP)
Damage Reduction 10/magic
FORT +5 **REF** +9 **WILL** +13
Immune Undead traits
Channel Resistance 5

Offense

Spd 20 ft
Melee +13/+8 talons (2d6+2 slashing plus Amakaze Theft abilty, 19-20/x3)
Ranged +13/+8 black chi bolt (2d8 cold, 50 ft range increment, 20/x4)
Special Actions Black Coins Curse (free action, 30 ft, allied outsiders gain a +2 bonus on melee attack and damage rolls against the target, *remove curse* negates)
Spell Like Abilities (CL 15th, Concentration +23)
Constant – See Invisibility
At Will (conditional) – Summon Monster VI
- Demean (W-DC 18)E

- Dominate Person (W-DC 21)
- Nightmare (W-DC 21)

1x/day – Animate Dead
- Dismissal (W-DC 21)
- Phantasmal Killer (W-DC 20)

[E]= new spell fully described in *Enchantments of Black Tokyo*

Statistics

Str 15 **Dex** 18 **Con – Int** 23 **Wis** 19 **Cha** 18
Base Atk +11 **CMB** +13 **CMD** 27
Feats Alertness, Augment Summoning (B), Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (talons), Improved Feint, Sickening Critical, Skill Focus (sense motive)
Skills Bluff +21, Computer Use +11, Drive +9, Diplomacy +21, Intimidate +21, Knowledge (arcana) +24, Knowledge (business) +21, Knowledge (the planes) +21, Knowledge (religion) +24, Perception +24, Sense Motive +30, Spellcraft +24
Gear at least 1d6 mundane, high fashion items that can be used to power their Bribe Hell ability, laptop computer, iPhone and tablet PC, light undercover vest, *coinless card, ring of protection +3*

Ecology

Environment any urban (most often found in Black Japan)
Organization solitary, pair or accompanied by associates, servants and bodyguards
Treasure at least triple standard and possibly more

Special Abilities

Amakaze Theft (SU)

Each time an Amakaze's golden talons rip into an opponenent's flesh, it takes something vital from the victim beside raw life blood. Each Amakaze chooses one type of Amakaze Theft from the following list, which is added as a special ability to the Amakaze's melee attacks.

Murderous Fraud (SU)

The Amakaze's cold bone talons unravel a victim's wealth and credit history even as they slice through his guts. Anyone wounded by the Amakaze's permanently loses -1d4 points from their Wealth Bonus. This magical effect only affects the target's liquid wealth, and does not affect their current possessions.

In the Tatakama or under PFRPG rules, this ability removes 1d6 x 1,000 gp worth of coins, gems or real property permanently from the victim with a successful hit.

Poverty and Ignorance (SU)

The Amakaze's cold bone talons shred education and worldly knowledge. The victim loses 1d4+1 ranks in the skill they have placed the most ranks in. In case of a tie, the skills are affected in alphabetical order. If the victim does not have enough ranks in their highest rank skill to accommodate the theft, the remainder of skill ranks are taken from a randomly chosen Knowledge skill.

Theft of Good Years (SU)

The Amakaze's cold bone talons unravel a victim's lifetime. The victim ages 1d8 years on a successful melee attack, immediately suffering the physical effects of aging, but not receiving any mental ability benefit of age. Every year stolen in this manner increases the Amakaze's maximum age by one year, and also moves the Amakaze one year closer towards the beginning of the Middle Age age category.

Urban Food Desert (SU)

The Amakaze's cold bone talons destroy a victim's means of sustenance. Each successful melee attack affects the target as if they had gone 1d6 days without food or water.

Bribe Hell (SP)

Amakaze are Hell's favorite servants, and they are protected by powerful oni guardians. The Amakaze can offer a bribe to their oni masters to summon powerful fiends. As a full round action, the Amakaze can offer a sacrifice of any object with a Purchase DC 20 or greater (at least 2,000 gp) which rots away to dust and ash as the magic unbinds it. Amakaze proudly wear designer watches, fine jewelry and thousand dollar ties just so they can discard them to summon demons in times of need.

By doing so, the Amakaze can summon any non-good outsider available from the list of creatures summoned available via Summon Monster VI. The summoned creature serves the Amakaze loyally for 13 hours or until dawn next breaks. This ability is usable at will.

Black Coins Curse (SU)

As a free action once per round, the Amakaze can toss a handful of bloody yen pieces at any target within 60 ft as a ranged touch attack. All allied outsiders permanently receive a +2 luck bonus on melee attack and damage rolls against that target, as they try to claim the spiritual bounty the Amakaze has placed upon this adversary.

Once this ability is used, the effects are permanent, even if the particular Amakaze who laid the curse is slain. A victim can only be subject to one Black Coin bounty at any given time, and a *remove curse* spell is needed to permanently negate this effect.

Economic Sadism (SU)

The dark, materialist magic that sustains the immortal Amakaze loathes the working poor even as it depends upon them for sustenance. The Amakaze receives a +2 morale bonus on attack and damage rolls against any sentient target with a Wealth Bonus less than +8 (Creatures of the Heimin or Burakumin caste in the Tatakama, or Freeter or Otaku characters in Black Japan).

The Amakaze receives a +5 racial bonus on Bluff, Diplomacy and Intimidate checks made against someone whose Wealth Bonus is lower than +8 (or creature of the previously mentioned castes).

The Amakaze automatically confirms critical hits threatened against sentient targets with a Wealth Bonus of +0 (or creatures of the previously mentioned castes)

The effects of multiple degrees of Economic Sadisim are cumulative.

Illusory Haze (EX)

The shadows move and shift within the boardrooms and exclusive golf clubhouses where the Amakaze gather, hiding the true nature of their monstrous minions. Any allied undead, outsider or monstrous humanoid within 60 ft of the Amakaze appears human, unless observers can penetrate a DC 28 WILL Save.

Roleplaying

Amakaze are ancient Japanese men, stooped and wrinkled and powerful, wealthy beyond measure. Empowered and corrupted by the noble *oni* of the Black Else, they have become among the most powerful men in Japan. More powerful and influential than Diet members, their names and corporate conquests are splashed all across Tokyo's business pages. Amakaze revel in their power, and in the company of their own cruel kind. Like all old men, they despise and envy the young, and like all wealthy, they fear and loathe the poor.

Amakaze appear as the humans they were before their demonic transformation. Though Amakaze are wizened and walk with a cane, they are stronger than they were in their 20s. They no longer age, and are immortal unless slain but can potentially buy their way out of Hell. The Oni Lords of the Black Else reward their most loyal, capable servants. In exchange for their loyalty, Amakaze servants have access to wealth, unimaginable temporal and magical power, and secret routes into and out of the Tatakama. Most Amakaze have refuges on the far side of Black Japan's *toriii* gates, dark mansions tended by legions of *geased* serving girls and slaves.

When an Amakaze fights, scythe-like talons of gold and bone rip from its liver-spotted fingers, and the old man's toothless mouth transforms into a sharklike maw, filled with inch-long, serrated fangs. They rarely have need to fight on their own behalf however, instead legions of servants, both living and dead kill at their command.

Amakaze Executive Board Member - CR 16

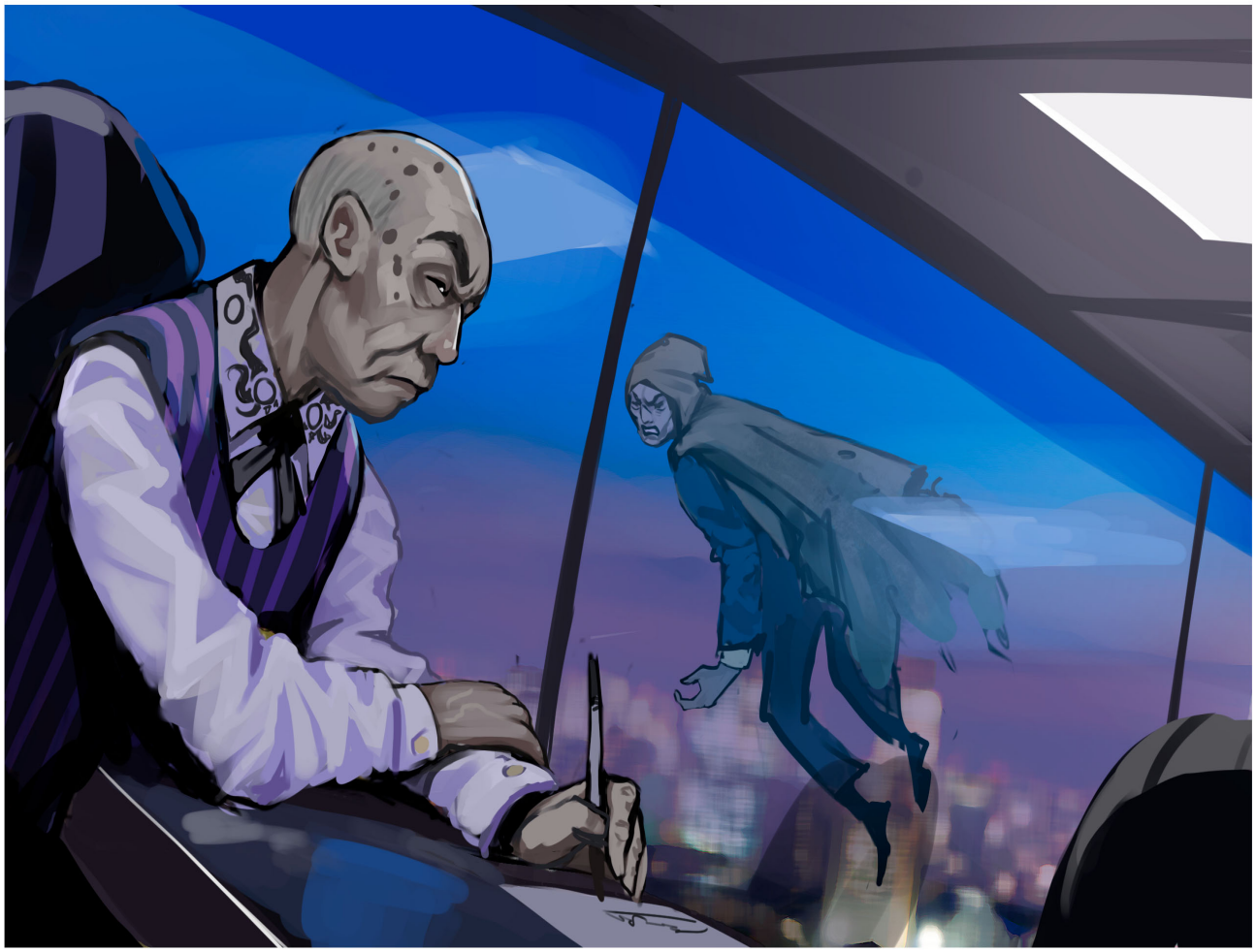
Medium LE Undead (evil, lawful)
XP 76,800
Init +4 **Senses** Darkvision 90 ft, Perception +8

Languages Abyssal, Infernal, Japanese, *telepathy* 100 ft
Aura Become the Blackness (30 ft, dim illumination or worse, 1d8 Cold (FORT DC 31 negates), spells with the good, fire or light descriptors cast at -2 caster level- only while the Amakaze Executive is incorporeal)

Defense
AC 24 **Touch** 19 **Flatfooted** 19 (+4 DEX, +1 dodge, +5 armor, +4 deflection)
HP 24d8 + 216 hp (324 HP)
FORT +8 **REF** +12 **WILL** +20
Immune undead immunities
Defensive Abilities Woven into the Economic Fabric of Japan
Channel Resistance +4
Resist Fire 30 (from armor)
Vulnerable Fire (if armor is removed, destroyed or resistance is overcome)
Weaknesses Bound to Japan

Offense
Spd 40 ft Flight 90 ft (perfect)
Melee two +21 talons (2d8+3 slashing plus Amakaze Theft ability, 20/x3) plus rend
Ranged two +22 black chi bolts (4d6 negative energy plus 4d6 cold, 20/x3, 100 ft range increment)
Special Attacks Rend (two talons, 2d8+3 slashing plus Amakaze Theft ability, 20/x3)
Spellcasting (CL 16th Concentration +25)

The Amakaze Executive Board Member casts spells as a 16th level sorcerer.
Seventh (5 slots) - Finger of Death (W-DC 25), Spell Turning
Sixth (7slots) – Pervert Hell (W-DC 24)[E], Sadistic Dissection (F-DC 24)[E]**,** Undeath to Death (W-DC 24)



Fifth (8 slots) – Contact Other Plane, Dominate Person (W-DC 23), Mage's Private Sanctum, Telekinesis
Fourth (8 slots) – Animate Dead, Corpse Toy[E], Deadly Pleasure (W-DC 22)[E], Fear (W-DC 22),
Third (8 slots) – Dispel Magic, Protection from Energy, Ray of Exhaustion (W-DC 21), Vampiric Touch
Second (8 slots) –Acid Arrow, Bladder Spike[E], Dust of Twilight, Elemental Touch, Touch of Idiocy (W-DC 20)
First (9 slots) – Cause Fear (W-DC 19), Chill Touch, Demean (W-DC 19)[E], Old Hatreds[E], Ray of Enfeeblement
Zero – Arcane Mark, Bleed, Disrupt Undead, Magehand, Mending, Ray of Frost, Touch of Fatigue (all DC 18 if applicable)
Spell-like Abilities (CL 24th Concentration +33)
At Will – Alter Self (older, Japanese male human only)
[E]= new spell fully described in *Enchantments of Black Tokyo*

Statistics
Str 16 **Dex** 19 **Con - Int** 23 **Wis** 18 **Cha** 29
Base Atk +18 **CMB** +21 **CMD** 35
Feats Bouncing Spell, Craft Wondrous Items, Disrupting Spell, Dodge, Ectoplasmic Spell, Fly-By Attack, Iron Will, Maximize Spell, Mobility, Scribe Scroll, Spell Penetration, Widen Spell
Skills Craft (calligraphy and printmaking) +19**,** Diplomacy +22, Fly +25, Knowledge (arcana, civics, current events, religion, the planes) all at +19 , Profession (CEO) +20, Spellcraft +19, Use Magic Device +22 (racial modifiers: +8 Fly, +4 Perception)
Gear +1 shadowed, armored coat of greater fire resistance, ring of mage armor, iPhone, various other high fashion luxury items,

Ecology
Environment any urban (bound to Japan)
Organization usually accompanied by 1d4+1 Amakaze, as well as a retinue of lesser human, undead and devil servants
Treasure triple standard (including gear)

Special Abilities

Amakaze Theft (SU)

The Amakaze Executive chooses one Amakaze Theft power to add to their melee attacks. In addition to the powers available to CR 10 Amakaze, the Amakaze Executive can also choose the following additional powers.

Loss of Hope and Arcana (SU)

The victim loses the ability to cast 1d4 levels of the highest spells they can cast. In the case of preparation based casters, 1d4 prepared spells are lost as if they were cast. In the case of slot based casters, a 1d4 of the highest spell slots they possess are lost, as if they had been cast. Modern Spellcasters lose 1d4 x the highest level spell they know worth of spell points instead. Lost spells, slots or spell points may be regained with rest.

A Poor Man's Education (SU)

The Amakaze Executive inflicts 1d4 points of permanent INT drain on a successful melee attack.

Poverty of Memories (SU)

The Amakaze Executive inflicts one permanent negative level on a successful melee attack.

Become the Blackness (SU)

The Amakaze Executive may become incorporeal at will, as a move equivalent action, and may remain so for up to 24 rounds per activation. While the Amakaze Executive remains incorporeal, a 60 ft area around it is partially shunted into the Black Else.

Within this aura, the illumination becomes dim, if it is brighter, and living creatures suffer 1d6 cold damage per round of exposure. A FORT DC 31 Save negates the damage, but this save must be repeated each round. Within this aura, spells with either the good, fire, or light descriptors are cast at -2 caster level.

Bound to Japan (SU)

The Amakaze Executive has no power beyond the borders of the Japanese archipelago. Unlike other Amakaze, they do not venture into the Tatakama. If removed from Japanese territory for more than one hour they suffer 1 point of permanent CHA drain per hour outside the territory. This specific ability drain overrides the more general undead immunity to ability score damage and ability score drain.

Woven Into the Economic Fabric of Japan (SU)

It is virtually impossible to destroy an Amakaze Executive Board Member. If slain, his body immediately begins to reform in a specially prepared bed chamber in one of his residential property, somewhere in an elite Japanese locale. It takes 1d10 days to reform his body- if this body is destroyed, it will begin forming anew at another safehouse. Only destroying all safehouses (which is a difficult, daunting and almost impossible for those hunting a wealthy, immortal and paranoid multi-billionaire) will prevent the Amakaze Executive's eventual resurrection. The Amakaze Executive awakens in his new body fully healed (though missing any possessions left behind on her original body) after this period ends.

The only way to prevent an Amakaze Executive's rejuvenation is to bankrupt, absorb, buy-out or other wise take over the megacorp the Executive founded. Amakaze Executive board members each control a single, publicly traded, very wealthy and successful megacorp dominating some aspect of Japanese economy or pop culture. Finding out which one a particular Amakaze Executive founded and controls is not difficult- destroying or subverting that megacorp is.

Each time the Amakaze Executive is rejuvenated in this manner, it takes an economic and social toll on Japan. Ordinary workers, those not connected to the Amakaze in any meaningful way, suffer a -10 penalty on Profession checks to earn a living for 3d6 weeks after such rejuvenation.

Roleplaying

Thirteen members sit on the Amakaze's executive board. Thirteen immortal, lich-like things who have controlled Japan since the Mejii Restoration, a conspiracy of cold, brilliant plutocrats who control Emperors and Prime Ministers and hire and fire Diet members on a passing whim. Thirteen Amakaze Executives, each a paragon of occult mastery, enhanced by an unnatural life time of experience and treachery, funded by a fortune built on generation after generation of exploitation of the world's poor and working class. Tyrants of yen and sweat, blood and fire- the epitome of what it means to be Amakaze.

Amakaze Executives maintain a human seeming when appearing to the media; they are dapper, well dressed Japanese men in their late sixties or stately seventies. Their flesh is only shadow-seeming however. In their true state, they are undead lords, regal in layered, intricately brocaded kimono and trailing robes. They are skeletal, with black lightning coursing over their withered limbs and sparking in their enormous and sinister eye sockets. They fly with the agility of sparrows and the tactical acumen of military aces- flight, unseen in the Tokyo night, is one of the few pleasures of these joyless yet impossibly powerful undead.

Each Amakaze Executive controls a single Japanese megacorp that is an unstoppable economic juggernaut. Collectively, this corporate ownership gives the Amakaze control over industries as diverse and omni-present as AV media, idol singing, defense contracts and a dozen other industries. Even discounting their magical and supernatural might and web of contacts, an Amakaze Executive wields massive cultural and financial authority, and knows how to use it to best, cruelest effect. Amakaze Executives concern themselves with Japan's economy and politics most of all, and leave summoning and extra-planar alliances to their subordinates. They have little interest in the world outside Japanese territorial waters, save how it affects their profit margins.

Amikiri - CR 2

Small N Magical Beast
XP 600
Init +5 **Senses** Perception +2, Darkvision 60 ft
Languages None

Defense
AC 17 **Touch** 17 **Flatfooted** 12 (+1 size, +1 luck, +5 DEX)
HP 3d10 hp (17 HP)
FORT +2 **REF** +9 **WILL** +3

Offense
Spd 40 ft
Melee +8 pinch (1d3 slashing, 20/x2)
Spell Like Abilities
(CL 3rd – Concentration +4)
Constant – Spiderclimb

Statistics
Str 9 **Dex** 21 **Con** 10 **Int** 3 **Wis** 13 **Cha** 9
Base Atk +2 **CMB** +0 **CMD** 15 (19 vs trip)
Feats Improved Sunder(B), Stealthy, Weapon Finesse (pinch)
Skills Escape Artist +8, Stealth +11, Perception +2

Ecology
Environment any coastal
Organization solitary or pack (4-6)
Treasure standard (shiny objects hoarded in lair)

Special Abilities

Bamboo Cutter (SU)

Amikiri are greedy, clever scavengers. They ignore Hardness when attempting to sunder any non-magical wooden object, and often break through the walls or floors of houses to steal food or attack pets inside.

Lucky (SU)

Amikiri are surprisingly lucky monsters, and receive a +1 luck bonus on AC and all saving throws. A creature who eats a specially prepared, freshly killed Amikiri (Survival or Profession (chef) DC 10) gains a similar bonus for 2d6 hours.

Animated Object: Gyno-Bed - CR 4

Medium N Construct
XP 1,200
Init +0 **Senses** Darkvision 60 ft, lowlight vision, Perception -5
Languages none

Defense
AC 16 **Touch** 10 **Flatfooted** 16 (+6 natural)
HP 3d6 + 20 hp (36 HP)
Hardness 10
FORT +1 **REF** +1 **WILL** -4
Immune construct immunities
Weaknesses Rapist

Offense
Spd 30 ft
Melee two slams +5 (1d6+3 bludgeoning plus 2d6 Pleasure and grab, 20/x2, 10 ft reach)
Special Qualities construction points (additional attack, grab, metal, lashing, pleasuring, rapist)

Statistics
Str 14 **Dex** 10 **Con - Int - Wis** 1 **Cha** 1
Base Atk +3 **CMB** +5 **CMD** 15

Ecology
Environment any urban
Organization solitary or accompanied by 1d6+1 assorted small and tiny animated objects (various medical and surgical devices)
Treasure none

Special Abilities

Seven construction points have been spent to customize this animated object.

Rapist (EX)

Though technically mindless, the animated gyno-bed attacks in such a vile and intimate manner it is considered a rapist for the purposes of abilities such as Eyrines Strike. It

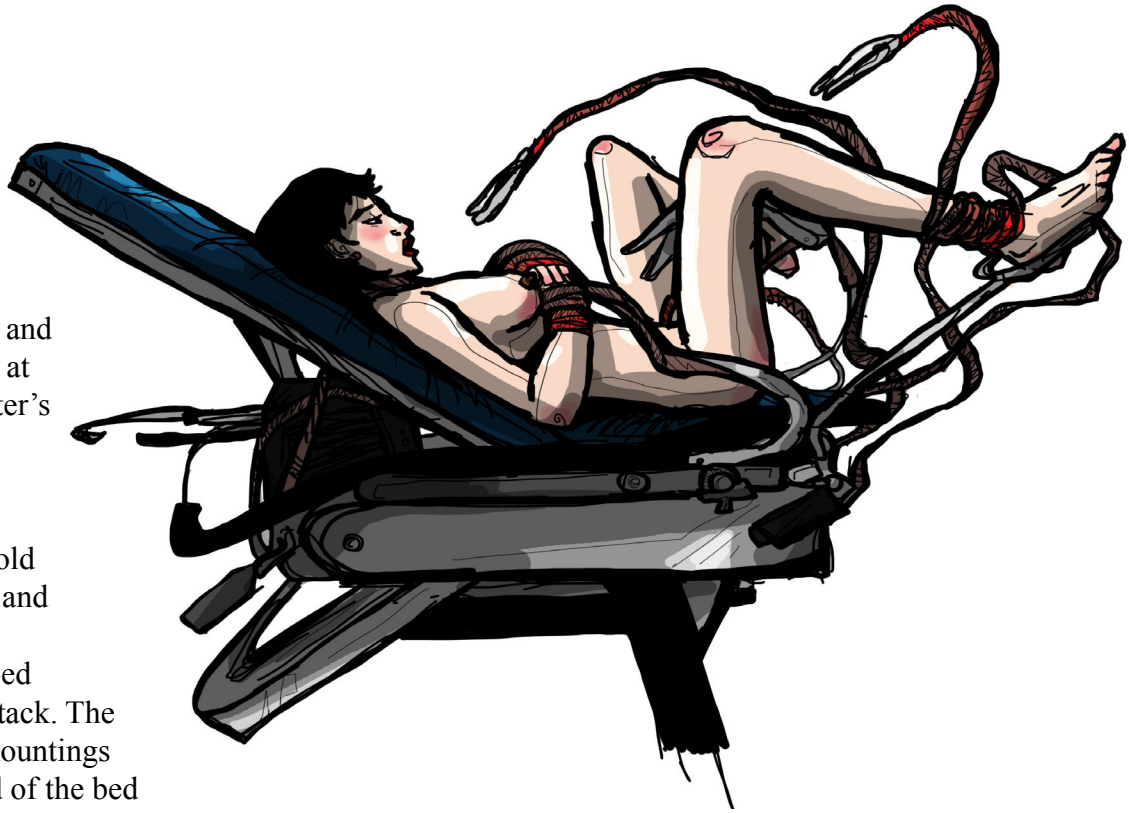
Roleplaying

Amikiri are clever little monsters about the size of a mid-sized canine. They resemble shaggy opossums with somewhat birdlike faces. Instead of forepaws, their hands end in bright orange pincers, like those of a king crab and dangerously sharp. Amikiri can manipulate objects very precisely using their semi-prehensile feet. Known as 'net cutting spirits' Amikiri are common pests in Black Japan- in old times, they would slice through fisherman's nets to get at the food inside.

Amikiri are little threat to adult humans, and they quickly scamper away if confronted by a large, angry human. They are more of a threat to unattended housepets and children left alone.

A fifth level spellcaster of any neutral alignment with the Improved Familiar feat can choose an Amikiri as their familiar.

has committed at least 1d6+1 rapes when it enters the campaign, and possibly more at the game master's discretion.



Roleplaying

This cold stainless steel and faux-leather examination bed animates to attack. The twin stirrup mountings at the foot end of the bed uncoil to become elongated, engorged medical-grade steel cocks that caress their victims in disturbing and lethal ways.

Animated Object: Love Pillow - CR 2

Small N Construct
XP 600
Init +0 **Senses** Darkvision 60 ft, lowlight vision, Perception -5
Languages none

Defense
AC 16 **Touch** 12 **Flatfooted** 15 (+1 size, +1 DEX, +4 natural)
HP 2d10 + 10 hp (21 HP)
FORT +1 **REF** +2 **WILL** -4
Immune construct immunities

Offense
Spd 20 ft
Melee slam +3 (1d4+1 bludgeoning, 20/x2)
Special Qualities construct points (victimizing)

Statistics
Str 12 **Dex** 12 **Con - Int - Wis** 1 **Cha** 1
Base Atk +2 **CMB** +2 **CMD** 13

Ecology
Environment any urban
Organization solitary, pair or group (3d4)
Treasure none

Special Abilities

One construction point has been spent to customize this animated object.

Victimizing (EX)

The Animated Love Pillow receives a +1 competence bonus on attack and damage rolls against members of the *Otaku* caste.

Roleplaying

This plush, hypoallergenic pillow is nearly as long as a grown man and takes up a lot of bed space. It's perfect for cuddling against and the slipcase depicts a seductive and playful anime minx. Her perfect smile turns threatening when the pillow attacks, however.

Animated Object: Purikura Booth - CR 5

Large N Construct
XP 1,600
Init +0 **Senses** Darkvision 60 ft, lowlight vision, Perception -5
Languages none

Defense
AC 13 **Touch** 9 **Flatfooted** 9 (-1 size, +4 natural)
HP 4d10 + 30 hp (52 HP)
FORT +1 **REF** +1 **WILL** -4
Immune construct immunities

Offense
Spd 30 ft
Melee slam +8 (1d10+4 bludgeoning plus 1d6 electrical plus grab, 20/x2)
Special Qualities construct points (energized: electrical, faster, grab)

Statistics
Str 18 **Dex** 10 **Con - Int - Wis** 1 **Cha** 1
Base Atk +4 **CMB** +9 **CMD** 19

Ecology
Environment any urban
Organization solitary
Treasure none

Roleplaying

This animated purikura (print club) booth is a small and cheerful photo booth, like the kind that attracts young lovers and playful girls in arcades throughout Japan. It's J-pop ad jingles never stop, even as weaponized tendrils delivering a lethal shock from a mystically repurposed flash bulb lash out at you.

Black Tokyo's Animated Objects

The Animated Gyno-Bed, Animated Love Pillow and Animated Purikura Booth are created using the standard rules for customizing animated objects described in Paizo's *Bestiary I*, with the addition of a handful of new customization options unique to the *Black Tokyo Campaign Setting.*

New Customizations for Animated Objects

- *Bladed (EX – 0 cp):* Rather than bludgeoning damage, due to the animated object's design, it inflicts an equivalent amount of either piercing or slashing damage with a successful slam attack. Once chosen, the damage type cannot be changed. As this is mostly a cosmetic and stylistic modification, it costs no construction points.

- *Energized (EX or SU- 1 cp):* Either through high tech (such as a built in bunsen burner or live electrical circuits) or supernatural effects (such as flaming enchantments), the animated objects inflicts +1d6 energy damage on a successful hit. Choose either Acid, Cold, Electrical, Fire or Sonic; a successful attack inflicts additional damage of this type.

- *Lashing (EX- 1 cp):* The reach of the animated object's slam attacks increase by +5 ft.

- *Pleasuring (SU- 2 cp):* The animated objects inflict +2d6 pleasure damage on a successful hit. This costs more than Energized, as fewer creatures are immune to the campaign specific Pleasure energy type, and Pleasure effects generally offer higher than normal base damage, with the possibility of a WILL Save for partial damage.

- *Rapist (EX- adds 2 cp)***:** Though essentially mindless, the animated object's purpose and cruel tactics are enough like the volitional act of rape that it is vulnerable to weapons and special abilities with the Eyrines property, such as a Chaste monk's strikes or the special weapons wielded by the Eyrines Sisterhood, such as the Eyrines Colt. The animated object has committed at least 1d6+1 rapes prior to entering the campaign for the purposes of these abilities (possibly more at the GM's option). Selecting the Rapist quality for an animated object provides two additional construction points, which do not increase the animated object's Challenge Rating. This quality may only be added once to any particular object.

- *Strangling (EX- 2 cp):* If the animated object successfully grapples a victim with its grab ability, the victim must immediately begin making FORT Saves to resist suffocation. The animated object must have the grab customization before choosing Strangling.

- *Torturing (EX – 1 cp):* If a victim is reduced to 0 HP or fewer by the damage caused by the animated object's constrict ability, the animated object may choose instead to reduce the victim to -1 HP and stabilized. The animated object must have the grab and constrict customizations before choosing Torturing.

- *Victimizing (EX- 1 cp):* The animated object receives a +1 competence bonus on attack and damage rolls, which increases by +1 per four full Hit Dice, against members of a specific cultural template/caste common to the Black Tokyo Campaign setting; for example, against all otaku, or all hiemin or all samurai. Alternatively, the animated object might receive a bonus against a specific gender (either male or female), if two additional cp are spent. This customization may only be chosen once per object.

Aosaginomi - CR 2

Tiny NE Magical Beast
XP 600
Init +3 **Senses** lowlight vision, Perception +8 (+12 in darkness)
Languages None

Defense
AC 15 **Touch** 15 **Flatfooted** 12 **(**+2 size, +3 DEX**)**
HP 3d10 hp (17 HP)
FORT +3 **REF** +6 **WILL** +2
Weakness Nocturnal

Offense
Spd 10 ft Fly 60 ft (good)
Melee +6 talons (1 slashing plus 1 point ongoing *bleed*)
Spell-like Abilities (CL 3rd. Concentraiton +5)
Constant – Deathwatch
At Will – Bane (DC 13)
3x/day – Death Knell (DC 14)

Statistics
Str 4 **Dex** 17 **Con** 10 **Int** 3 **Wis** 14 **Cha** 6
Base Atk +3 **CMB** -4 **CMD** 9
Feats Weapon Finesse (talons)
Skills Fly +9 Perception +8 (Perception +12 in darkness) (+4 racial bonus on Fly and Perception checks)

Ecology
Environment cold marshes
Organization solitary or accompanied by various undead
Treasure none

Special Abilities

Death's Harbinger (SU)

All undead creatures within a 50 ft radius of the Aosaginohi gain Channel Resistance +4. The grey-feathered bird is a creature of misfortune and unlife, and its presence strengthens unholy things.

Feathers of the Mist (SU)

An Aosaginohi is a creature of our world, but not fully present in the Earth-reality. The ghostly sea bird can become *ethereal* at will as a move equivalent action, and can enter any non airtight structure while in this state.

The Aosaginohi cannot enter any area blessed or warded by a Shinto or Buddhist cleric, nor can they enter any area warded by the sexual fluids of any creature with the Tantric Wisdom feat.

Roleplaying

The Aosaginohi is a ghostly heron, a silent harbinger of death and woe. They glide silently on wings the color of fog, and glow dimly with the silvery light of the full moon. They enter homes as silently as any dream, and appear to foretell disaster. Aosaginohi are weak creatures, disturbing but harmless in and of themselves. Unfortunately, they rarely travel alone, accompanied by demons and hungry ghosts.

Aosaginohi only hunt at night, and vanish like fog as the run rises above the horizon. They are common in Black Japan's coastal regions, and are rarely found inland. The half-world birds are much more common throughout the Tatakama, where there is no morning sun to drive them into hiding.

Asami Kumo - CR 17

Medium NE Monstrous Humanoid (Dark POETICA) Rogue 12/Assassin 4
XP 102,400
Init +10 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +16
Languages Abyssal, English, Infernal, Japanese, Korean

Defense
AC 24 **Touch** 16 **Flatfooted** 16 (+6 DEX, +6 armor)
HP 16d8 hp + 16 (77 HP)
FORT +5 **REF** +16 **WILL** +7

Offense
Spd 40 ft Flight 120 ft (average)
Melee +21/+16/+11 *cruel, vorpal dagger* (1d4+2 slashing, 19-20/x2)
Ranged +22/+17/+17 *heartseeking shuriken* (1d2+3 piercing, 20/x2, 10 ft range increment)
Sneak Attack +8d6
Special Qualities Evasion, Hidden Weapons, Improved Uncanny Dodge, Trapfinding, Trap Sense +4, True Death (raise dead DC 19, remove curse DC 14)

Statistics
Str 12 **Dex** 22 **Con** 11 **Int** 13 **Wis** 14 **Cha** 16
Base Atk +13
CMB +20/+22 dirty trick **CMD** 32
Feats Armor Proficiency (light, medium), Agile Maneuvers, Bodyguard, Combat Expertise, Combat Reflexes, Greater Dirty Trick, Improved Dirty Trick, Improved Initiative, Toughness, Weapon Finesse
Skills Acrobatics +25, Climb +17, Computer Use +17, Disable Device +17, Fly +25 , Intimidate +19, Knowledge (local) +15, Perception +16, Sense Motive + 10, Stealth +30, Use Magic Device +19
Gear 20-30 ordinary boxcutters, +3 shadowed studded leather of military flight (provides flight speed listed above)

Ecology
Environment the New Day Girl Factory Campus in Ehime Prefecture
Organization solitary or accompanied by a squad of 4-6 Bunraku-66 androids and human fighter/rogues of equivalent level
Treasure double standard (including combat gear)

Special Abilities

Kumo has several special abilities that modify how her Sneak Attack functions. She may only apply one talent that modifies her sneak attack at a time.

Befuddling Strike (EX)
(Modifies Sneak Attack)
When Kumo deals sneak attack damage against an opponent, that opponent suffers a -2 penalty on attack rolls against Kumo for 1d4 rounds.

Crippling Strike (EX)
(Modifies Sneak Attack)
Kumo can sneak attack opponents with such precision that her strikes weaken them. An opponent damaged by one of her sneak attacks also takes 2 points of STR damage.

Dark POETICA (EX)
Asami Kumo is a torture expert. She inflicts an additional +1d4 points of damage anytime she attacks a bound, unconscious or helpless opponent. This bonus damage stacks with sneak attack damage, if any and applicable.

Deadly Sneak (EX)
(Modifies Sneak Attack)
When Kumo activates this talent while making a full attack action, she suffers a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats as all 1s and 2s on the sneak attack damage dice as 3s instead.

Hidden Weapons (EX)

Asami Kumo adds her assassin level (currently +4) to Sleight of Hand checks to conceal weapons on her body.

Perfect Weapon (SU)

Asami Kumo fights with off-the-shelf boxcutters, which she can imbue with lethal, entropic energies. In her hands, such weapons act as either a **+2 cruel vorpal dagger,** or as a **+3 heartseeking shuriken** (if thrown)**.** In the hands of any other character, Kumo's box cutters are ordinary daggers; Kumo carries dozens of boxcutters on a bandoleer or concealed in multiple places around her body. Note that Kumo can use this ability with any non-magical dagger or similar weapon, but prefers boxcutters as an expression of personal style.

Poison Resistance (EX)

Asami Kumo receives a +2 bonus on FORT Saves against poison, as a result of her assassin's training.

Slow Reactions (EX)
(Modifies Sneak Attack)

Opponents damaged by Kumo's sneak attack cannot make attacks of opportunity for one round.

Snap Shot (EX)

Kumo may treat her Initiative roll as 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more rogues have this talent, their initiative determines the order in which they act, but they all go before any other creature. If a rogue is prevented from acting during the surprise round, this talent has no effect.

Roleplaying

Asami Kumo is the Dark POETICA head of internal security for the New Day Girl Factory. She is a spindly, sharp faced bitch- every thing about her is razored and pointed and lethal. She wears fetish vinyl and her seemingly infinite armory of razors even into the boardroom, and relishes the discomfort it causes. Her contract allows her to rape, torture and slowly murder one newly assembled POETIA per two week pay period, with the option to purchase a second wholesale within the period specifically to be killed. The small portion of her salary that hasn't gone into upgrading her combat leathers is usually spent towards this purpose.

Her modest two bedroom home in Ehime Prefecture is a soundproofed and nearly windowless torturer's paradise. If she's not at the New Day Girl Factory campus, or personally bodyguarding Dr. Momonjii or other senior board members, she is there, either sharpening her knives or slicing them into android clitoral meat.

There is nothing redeemable or even remotely likable about Asami Kumo. She is a classic bully who tortures and kills for sheer amusement. If she ever does speak, it's part of some mind-fuck powergame played against a colleague or rival. She's all about power and control, and must be in command every second of every day. If somebody puts her in her place, she will stop at nothing to get her revenge, and will descend to new depths of sexual sadism if she can't. Dr. Momonjii plays Kumo as expertly as she plays everyone else, constantly belittling or criticizing her, knowing she can never raise a hand against him, no matter how much he hurts her.

Aswang - CR 6

Medium CE Undead
XP 2,400
Init +4 **Senses** Darkvision 60 ft, Perception +17
Languages Common, Infernal, Tagalog, Japanese

Defense
AC 16 **Touch** 14 **Flatfooted** 12 (+4 DEX, +2 natural)
HP 12d8 + 24 hp (78 HP)
FORT +4 **REF** +8 **WILL** +10
Immune Undead traits, unarmed and melee attacks made by Ubume (see text)

Offense
Spd 30 ft Fly 60 ft (average)
Melee +13/+8 Slashing Proboscis (20 ft reach, 2d6+2 slashing or piercing, 18-20/x2, trip special quality)
Spell-Like Abilities (CL 12th, Concentration +14)
Constant – See Invisibility
At Will – Alter Self (into any Pilipino female in the Young Adult or Venerable age categories only)

Statistics
Str 14 **Dex** 19 **Con - Int** 13 **Wis** 14 **Cha** 15
Base Atk +9 **CMB** +11 **CMD** 25
Feats Combat Expertise, Greater Trip, Improved Critical (slashing proboscis), Improved Trip, Weapon Focus (slashing proboscis), Weapon Finesse (slashing proboscis)
Skills Bluff +17, Disguise +17 (+37 on checks to pass for human), Fly +19, Knowledge (streetwise/local) +13, Perception +17, Sense Motive +15, Treat Injury/Heal +15
Gear (modern) iPhone, purse, personal items, hospital credentials, first aid kit, surgery kit (in the Tatakama) cold iron dagger, healer's kit, 2x vials of oil of taggit, 1x vial of wyvern poison

Ecology
Environment any urban (more commonly found in the Earth Realm, especially SE Asia than in the Tatakama)
Organization solitary
Treasure double standard (including gear listed above)

Special Abilities

Seeking the Dark Delicacy (SU)

Aswang are optimized to hunt the Ubume and devour their soul-fetus. Aswang cannot be harmed by any melee or unarmed attack made by an Ubume character. Such attacks pass harmlessly through the Aswang's lice-flecked body like smoke.

Additionally, an Ubume's undead nature does not protect her or her ghost-child from the Aswang's probiscis. An Ubume grappled by the Aswang's probiscis suffers 1d3 points of permanent WIS damage per round the grapple is maintained. An Ubume reduced to 0 WIS by this special attack is slain permanently, her soul (and that of her fetal ghost) destroyed. She cannot be raised or resurrected.

Pregnant mortal women are especially traumitized by the demon's invasive mutilation. A pregnant woman must succeed at a DC 22 FORT save each round the grapple is maintained or undergo an especially tramautic abortion. If the Aswang successfully induces an abortion, the demon's bloodlust only increases.

An Aswang who has successfully induced an abortion immediately returns to full health, recovering all Hit Points, and removing any harmful status aliments. For 24 hours after inducing an abortion, the Aswang becomes immune to the effects of positive channeled energy. The Aswang can gain this immunity as well by inducing an abortion trhough other means, not merely by attacks via its proboscis.

Slashing Probiscis (SU)

The Aswang's whip-like tongue provides the monster with a 20 ft reach. She can threaten ajacent squares simply by shortening her swings. The Aswang can grapple opponents with her probiscis and is not considered grappled herself.

Each round the Aswang maintains a hold with her probiscis, she inflicts automatically inflicts 1d3 points of CON drain. Each point of CON drained heals the Aswang for 5 Hit Points worth of damage. Excess healing is retained as temporary Hit Points, which are lost first and remain for one hour. The Aswang can have up to double her maximum HP total as temporary Hit Points.

Roleplaying

The parasitic Aswang are a race of oni-spawn who migrated to Japan from their birthplace in the Philippines. Often referred to as *Kokakuchô* by Black Tokyo's demonologists, these predators are among the nation's most voracious and most fearsome. Aswang feed exclusivelly upon pregnant women, devouring their fetuses from within with their mosquito-like probiscus. Their shapeshifting talents and sadistic cunning has allowed many of the abominations to infiltrate Black Tokyo's medical establishment. They often work the nightshifts at disreputable hospitals, prowling maternity wards plauged by unexplained deaths.

Aswang are so incredibly tenacious that Section Seven stations an operative at all of Tokyo's largest hospitals, specifcially to be on the lookout for signs of Aswang infestation. However, the overworked agency can never spare its best for the job- those assigned to hunt Aswang are often the agency's rookies, its incompetents, or its retirees, waiting out their last months of service. As cunning as the Aswang are, they can easily avoid (or brutally and sadistically murder) their inept persurers.

The demons plauge the Ubume, and they claim that the flesh of an unborn ghost is the sweetest of all. Even the bravest and most dedicated Ubume hero shivers with fear at the mere rumor of an Aswang's presence, and the creatures often trade info and coordinate their attacks amongst themselves to bring down their delicious undead prey. While Aswang prefer Southeast Asia to the cool twilight of the Tatakama, they can often be tempted across dimensions with the promise of a ghostly fetus to devour. Aswang are often the catspaws of the sadistic Ubume Empress.

In their natural form, the Aswang is a bird-demon, all lice-flecked ebon wings and hollow fangs. Her tongue is long, prehensile, and razor sharp, easily capable of piercing flesh and suctioning away tissue. Aswang smell of shit, blood and rotting tissue. The oni are also capable of changing its form, usually adopting the quise of a beautiful Philipino girl or an eldery grandmother of the same race.

Awabi - CR 1/2

Small CE Monstrous Humanoid (aquatic)
XP 200
Init +2 **Senses** Lowlight vision, scent, Perception +5
Languages Aquan, Japanese

Defense
AC 14 **Touch** 13 **Flatfooted** 12 (+1 size, +2 DEX, +1 natural)
HP 1d10 hp (5 HP)
FORT +0 **REF** +4 **WILL** +3

Offense
Spd 20 ft Swim 40 ft
Melee +2 longspear (1d6+1 piercing, 20/x3), +2 bite (1d4+1 bludgeoning, 20/x2)

Statistics
Str 13 **Dex** 14 **Con** 11 **Int** 7 **Wis** 12 **Cha** 11
Base Atk +1 **CMB** +1 **CMD** 13
Feats Athletic, Simple Weapons Proficiency
Skills Climb +3, Perception +5, Stealth +6, Swim +11 **(**Racial Modifiers: +8 Swim)
Gear longspear

Ecology
Environment warm and temperate marsh, most common around Nanao, Japan, or in the Tatakama
Organization solitary, band (2d4) or tribe (6d6 plus 50% non-combatant young or elderly)
Treasure standard

Familiar Traits

A spellcaster may choose an Awabi as their familiar. The master receives a +3 bonus on Stealth and Swim checks, but suffers a -4 penalty on WILL saves on fear, as the Awabi's nature (and cowardice) rubs off.

Special Abilities

Sea Shell Crushing Bite (EX)

The Awabi's large, blunt teeth ignore up to 5 points of Hardness when the creature bites through stone, bone or any other hard, non-wooden and non-metallic substance.

Pitiable (SU)

A good aligned creature who slays an Awabi (even in self defense or for other justifiable reasons) must succeed at a DC 11 WILL Save or be considered *shaken* for 1d6 hours. A creature who make their save is not affected by any Awabi's Pitiable nature for 24 hours.

Roleplaying

Awabi are nearly extinct in the modern world, as they are too stubborn and too dimwitted to adapt to modernity as other *oni* races have. In the Earth Realm, Awabi haunt desolate shorelines and forgotten marsh land, keeping out of sight of tourists and beach goers, and running terrified from automobiles and motorcycles. Awabi keep to the bushes- these days they usually subsist on scavenging through garbage or killing stray cats, but occasionally, a particularly bold band might attack an unattended child or a drunk passed out alone on the beach front.

In the Tatakama, Awabi are much more numerous and slightly more dangerous- there, they are inept brigands rather than half-starved pests. In either realm, Awabi supplement their diet of flesh and garbage by eating sea shells gathered fresh from the shore. Awabi can spend hours crunching away at a pile of sea shells, and if deprived of sea shells long enough, they will wither and starve, deriving some strange nutrition from the shells.

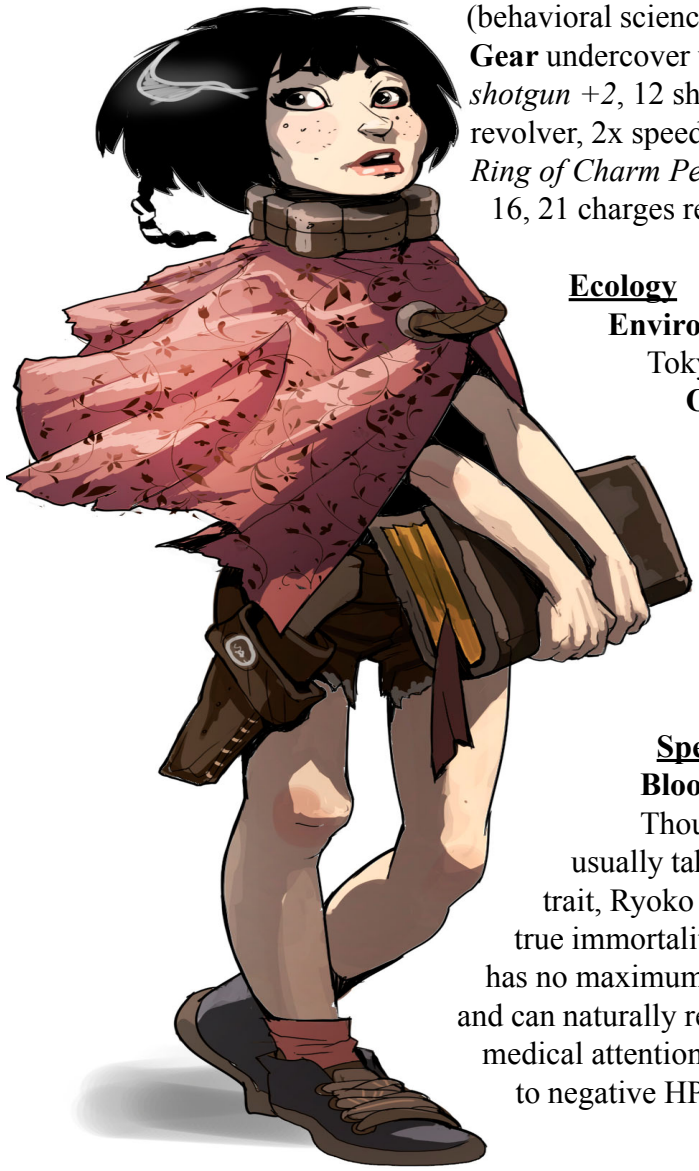
Awabi are child sized humanoids with fish-like features. They have dingy grey scales and a wide, scowling mouth filled with blunt, shell-cracking teeth. A stubby fin rises from atop their skull. The little monsters are primitive in the extreme. They do not understand technology at all, and the best they can do is craft crude spears or daggers from bits of bone and flotsam. Most have no idea how to create fire, and have a superstitious dread of open flame.

Baby Sister Ryoko - CR 7

Small LN Fey (Nikusi) Rogue 8
XP 3,200
Init +4 **Senses** Perception +9, lowlight vision, sense pedophiles 30 ft
Languages Japanese, Tagalog, Cantonese

Defense
AC 18 **Touch** 15 **Flatfooted** 14 (+1 size, +4 DEX, +3 equipment)
HP 8d8+16 hp (56 HP)
FORT +4 **REF** +10 **WILL** +5
Immune starvation, thirst, non-magical disease, poison, permanent ability score drain
Defensive Abilities Evasion, Improved Uncanny Dodge

Offense
Spd 30 ft
Melee +11/+6 straight razor (1d4-2 slashing, 19-20/x2) or +11/+6 straight razor (1d4+2 slashing, 19-20/x2) when attacking pedophiles.
Ranged +13/+8 shotgun (2d8+2 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal) or +11/+6 Pathfinder pistol (2d4 ballistic, 20/x2, 20 ft range increment, single shot, 6 cylinder)
Sneak Attack +4d6 (can make ranged sneak attacks within 50 ft)
Special Qualities Disguise, Child's Vengeance, Sense Pedophiles, Strike and Evade, Vengeful Fey



Statistics
Str 7 **Dex** 19 **Con** 14 **Int** 13 **Wis** 16 **Cha** 15
Base Atk +6 **CMB** +3 **CMD** 17
Feats Blood Immortal, Light Armor Proficiency, Simple Weapons Proficiency, Personal Firearms Proficiency, Point Blank Shot, Weapon Finesse (straight razor)
Skills Acrobatics +10, Bluff +10, Computer Use +4, Craft (gunsmithing) +7, Drive +10, Escape Artist +10, Knowledge (behavioral science) +9, Knowledge (local) +7, Investigate +9, Perception +9, Stealth +10, Use Magic Device +5 (+2 racial bonus on Bluff and Knowledge (behavioral science) checks)
Gear undercover vest, *sawed off shotgun +2*, 12 shells, Pathfinder revolver, 2x speedloaders, cell phone, *Ring of Charm Person* (as wand, DC 16, 21 charges remaining)

Ecology
Environment urban (usually Tokyo and Chiba)
Organization usually solitary, sometimes accompanied by 1-3 Sisterhood vigilantes
Treasure double standard, including combat gear

Special Abilities
Blood Immortal (SU) Though Fey cannot usually take the Blood Immortal trait, Ryoko has somehow gained true immortality as a feat. Ryoko has no maximum negative HP total, and can naturally recover HP with rest or medical attention even when reduced to negative HP. If

reduced to -20 HP or worse, magical healing has no effect on Ryoko until she returns to 1 HP or greater via natural healing, which may take days, weeks or even months.

Ryoko is immune to starvation, thirst and non-magical disease and poison. She treats permanent ability score damage as temporary ability score damage instead, though spells such as *lesser restoration* and *restoration* do not function on her. She must heal ability score damage at the normal rate and her ability scores can be reduced below 0, like her Hit Points.

Child's Vengeance (SU)
When attacking a pedophile unarmed or armed with any light, one handed slashing or piercing weapon, Ryoko uses her CHA modifier rather than her STR modifier to modify attack and damage rolls. These secondary statistics are listed in her melee attack listing.

Disguise (EX)
Ryoko automatically succeeds on Disguise checks made to pass for a human child.

Sense Pedophiles (SU)
Ryoko can sense any creature who had a sexual encounter with a character in the Child age category or younger at the time of the encounter within 30 ft. She perceives a yellow and brown aura around such creatures.

Strike and Evade (SU)
When Ryoko confirms a critical hit with her Child's Vengeance racial ability, she may take an additional 5 ft step as an immediate action.

Vengeful Fey (EX)
If Ryoko is within 30 ft of a pedophile and does not attack that character, she suffers a -2 morale penalty on attack rolls, skill checks and saving throws until she does so.

Rogue Talents
Ryoko has selected the following Rogue talents. She has chosen the Sniper Rogue archetype, applying this archetype's abilities to firearms rather than bows or crossbows.

Accuracy (EX)
Ryoko halves range penalties when attacking with a firearm.

Fast Stealth (EX)
Ryoko can move at full speed using the Stealth skill at no penalty.

Snap Shot (EX)
Royko can use treat her Initiative roll as a 20 for a surprise round, regardless of her Initiative, but she may only take an attack action with a ranged weapon. Her normal Initiative roll is used in subsequent rounds. If two or more rogues possess this talent, their initiative determines the order in which they act, but they all go before any other creatures. If Ryoko is prevented from acting in the surprise round, this talent has no effect.

Sniper's Eye (EX)
Ryoko can apply her sneak attack on ranged attacks targeting foes within 30 ft that benefit from concealment. Foes with total concealment are still immune.

Surprise Attack (EX)
During the surprise round, opponents are always considered flatfooted to Rkoyo, even if they have already acted.

Roleplaying
Baby Sister Ryoko is an especially implacable and skilled vigilante. She hunts pedophiles and sex freaks in Chiba and Tokyo, and her shotgun's walnut buttstock is notched with hundreds of kills. Ryoko's favorite targets are wealthy sex tourists she meets on line and lures into some crappy Chiba love hotel for the kill. She's methodical, torturing her victims for intel on pedophile trafficking rings and Dark Net

addresses before blowing their heads off with two barrels of buckshot and pillaging their wallets. She funds her operations with money stolen from pedophiles, and usually sells the carcasses at Pick the Bones for extra cash. Feeding pedophiles to *oni* appeals to her sense of….not justice exactly…call it humor.

Ryoko looks like a cute ten year old with hard eyes. She usually wears a black or red hoodie over Kevlar when she's hunting and carries a sawed off shotty that looks incongruously huge in her tiny hands. She chainsmokes like a veteran, and has an odd sense of humor. She's quick witted and sarcastic in her native Japanese, but sounds like she has Downs Syndrome when she tries to speak English.

Unlike other Nikusi hunters, Ryoko enjoys sex- she needs it. She usually makes it a point to fuck her targets before killing them, still playing the role of a little girl. Nothing brings a bigger smile to Ryoko's face than insulting a pedohile's sexual prowess right before dragging the shotgun from under the motel bed and getting to work.

She'll Be Back

The most unique facet of using Baby Sister Ryoko as an opponent is the certainty that no matter what the players do to her, she'll come back from the dead. Sooner or later, she'll pull her burned, chopped or crushed body back together, get a new shotgun and come seeking revenge. Finding a way to either kill her for good or seal her away forever should be a challenge that tests both the creativity and sadism of the players. In short, Ryoko is one of those horror movie villains that just can't be killed. Sleep with one eye open.

Bake-Kujira - CR 18

Gargantuan CE Undead (water)
XP 156,300
Init +1 **Senses** Darkvision 120 ft, Perception +2
Languages None
Aura Renderflame (50% concealment within 10 ft radius; creatures within 30 ft are *nauseated*; FORT DC 21 reduces this to the *sickened* condition)

Defense
AC 32 **Touch** 7 **Flatfooted** 31 (-4 size, +1 DEX, + 25 natural)
HP 28d8+28 hp (154 HP)
FORT +11 **REF** +12 **WILL** +20
Immune undead traits
Channel Resistance 20

Offense
Fly 80 ft (good) Swim 40 ft
Melee +29/+24/+19/+14 slam (10d10+12 bludgeoning plus 3d6 fire plus *staggered* (FORT DC 22 negates)
Attack Options Tail Sweep (automatic slam attack against all targets within a 60 ft cone; REF DC 18 for half damage)
Special Actions Swallow Whole (5d10+12 bludgeoning plus 6d6 fire, AC 23, HP 15) Sonardirge (60 ft radius, paralyzed for 2d6 rounds, WILL DC 22 (DC 28 submerged) reduces the effect to a -2 morale penalty on attack rolls, skill checks and saving throws for 1 round)

Statistics
Str 35 **Dex** 13 **Con** – **Int** 2 **Wis** 15 **Cha** 7
Base Atk +21 **CMB** +38 **CMD** 49 (cannot be tripped)
Feats Cleave, Critical Focus, Exhausting Critical, Great Fortitude, Greater Overrun, Iron Will, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Lightning Reflexes, Power Attack, Staggering Critical, Tiring Critical, Toughness
Skills Fly +28, Intimidate +27, Swim +40 (+8 racial bonus on Fly and Swim checks)

Ecology
Environment any water or coastal
Organization solitary
Treasure incidental

Special Abilities

Renderflame (SU)

While above the waterline, the ghostly whale is wreathed in a constant cloud of flickering black flames, which burn like burning oil and stink of whale lanterns. The additional fire damage added by the Renderflame aura does not apply to attacks made while the Bake-kujira is submerged.

The Bake-kujira's Renderflame aura fills a 10 ft radius around the creature with cloying black smoke that grants all creatures within the aura 50% concealment, including the Bake-kujira itself. Creatures coming within 30 ft of the Bake-kujira must succeed at a DC 21 FORT Save or become *nauseated*; success indicates the creature is merely *sickened.* This effect persists as long as a creature remains in the Renderflame aura and for 1d4 rounds after it leaves the area.

Sonardirge (SU)

The Bake-kujira's cry is the final plaintive wail of all dying cetaceans. As a full round action, the ghostly whale can emit a mournful cry. All living creatures within 60 ft of the ghost whale, who can clearly hear its cry must succeed at a DC 22 WILL Save or become *paralyzed* with guilt, terror and grief for 2d6 rounds. Those who sucessfully resist the effect suffer a –2 morale penalty on attack rolls, skill checks and saving throws for one round.

The undead whale's cry is even more debilitating when both the creature and its victim are fully submerged; unholy subsonics sap the victim's mind and crush their will. If both the

undead whale and its victim are fully submerged when the Bake-kujira uses this ability the WILL Save DC increases to DC 28. This is a mind-influencing, fear effect.

Swallow Whole (EX)

The Bake-kujira does not have a traditional bite attack. Instead, the skeletal whale can activate its Swallow Whole special ability after any successful melee slam attack made during a charge.

Tail Sweep (EX)

As a full round action, the Bake-kujira can sweep its mighty, skeletal tail. Doing so allows it to automatically hit with its slam attack against all creatures within a 60 ft cone. Creatures within the area may attempt a DC 18 REF save for half damage.

Roleplaying

Japan is one of the few nations still allowed to hunt whales. The ancient trade dies a little bit more each day, with each captain who goes bankrupt, with each fisherman who retires, with each boat that is dry-docked. The killings do not stop though: despite legal restrictions, UN mandated whaling grounds, despite Greenpeace protests. During the whaling season, great beasts die drowning in air and pierced with explosive harpoons. Once rendered, and processed the ruined bones sink to the deep. Forgotten.

The Bake-kujira are a dark legend which date back to the feudal era; they are blamed for lost ships and drowned crew. The ghostly whales glide soundlessly through the ocean deeps, breeching only rarely for a chance at revenge. They move through the sky, hidden behind clouds, dark and rotting shapes against the silver moon. Bake-kujira pods drift through the Black Else's seas, guarding submerged *toriii* between the realm. They are common to seas throughout the Tatakama, appearing most often on nights when the Great Tree is obscured by cold fog.

Bake-kujira resemble the decaying hulks of long dead Wright, sperm and baleen whales. Their rancid, blubbery flesh hangs off their bones in ragged sheets, and their skulls are clearly visible through the rotting tissue of their faces. They stink of oil, fouling the air like a rendering plant. When especially enraged, the dim-witted monstrosities burn with a flickering grey/black flame, which belches stinking smoke into the night sky.

Benten's Delivery Girl - CR 1

Medium N Human Commoner 3
XP 400
Init +2 **Senses** Perception +0
Languages Japanese

Defense
AC 13 **Touch** 12 **Flatfooted** 11 (+2 DEX, +1 armor)
HP 3d6 (11 HP)
FORT +1 **REF** +5 **WILL** +1

Offense
Spd 30 ft, Flight 40 ft (good - non-tactical flight speed about 500 mph)
Melee -1 unarmed strike (1d4-2 nonlethal, 20/x2)
Ranged +3 pepper spray (FORT DC 15 or blinded 1d4 rounds, no damage, 5 ft range increment, single shot/disposable)

Statistics
Str 7 **Dex** 15 **Con** 10 **Int** 12 **Wis** 11 **Cha** 11
Base Atk +1 **CMB** -1 **CMD** 12
Feats Acrobatic, Lightning Reflexes
Skills Fly +15, Knowledge (pop culture) +7, Profession (delivery girl) +3
Gear Benten's Broom of Flying, leather jacket, pepper spray, iPhone

Ecology
Environment any air or her homebase in Kanagawa Prefecture
Organization usually solitary

Treasure non-standard (including gear, possibly minor potions or random consumable magic items)

Special Abilities

Benten's Aegis (SU)

All of Benten's delivery girls are under the goddess' protection, whether they know it or not. Anyone killing or physically harming one of the delivery girls must succeed at a DC 30 WILL Save or be afflicted as if by *bestow greater curse*. Benten's curse applies a -10 profane penalty on all CHA based skill checks and combat maneuver checks made to grapple creatures of the victim's romantically preferred gender.

Benten's Broom of Flying (SU)

Benten's delivery girls are issued specially modified brooms of flying. They have a greater non-tactical flight speed than other brooms of flying, as noted in the statistics above.

Roleplaying

It sounds ridiculous, but it's true.

The goddess Benten, one of the protectors of **Kumamoto** and the only female member of *The Fukujin* owns a small pizza shack on **Enoshima Beach in the Kanagawa Prefecture**. She won it in a card-game back in the 1970s, and actually works here from time to time- most of the staff conveniently fail to mention that the blue haired punk-girl wearing huge headphones and rolling out the dough behind the counter is a cosmic force. A few employees even take Benten's semi-regular presence for granted, at least until an encounter with another god, or with some demon or the other, snaps them out of their complacency.

Benten's Sea Pizza serves pizza topped with an assortment of seafood and other odd, uniquely Japanese ingredients, and the chefs like to experiment. The place has a rowdy, lusty atmosphere, similar to America's *Hooter's* restaurant chain. The pretty waitresses wear tight fitting blouses and skimpy shorts. Girls from around Kanagawa vie for after school jobs here, because it's rumored that working a summer at Benten's will give even the plainest girl a model's figure. Locals love the place, and the odd menu scares off most non-natives.

Call Out for Divine Pizza

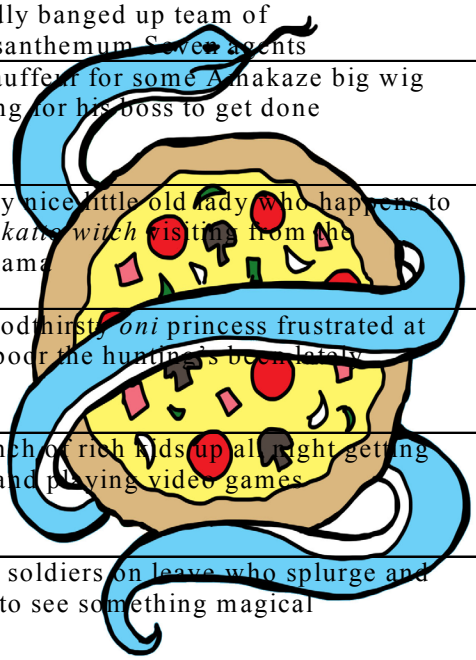
Benten's Sea Pizza runs a rather unique delivery service. The most senior and trusted waitresses (the ones who have been there at least 3 months) get handed an upgraded *Broom of Flying* with a non-tactical speed better than most Lear jets, a GPS navigator, flying jacket with the restaurant's snake and pizza logo and a helmet. If they're brave enough, they get to be delivery girls, carrying pizza and potions to customers throughout Kanagawa and slightly beyond. Benten's promises delivery in about an hour within Kanawaga, and within an evening anywhere else.

The delivery service handles mundane requests for pizza (with a 2000 yen surcharge per delivery) as well as potions brewed by Benten herself, specializing in water and charm-related

magic. Benten's Sea Pizza delivers anywhere in the Kanagawa Prefecture, to most of Tokyo and some of Chiba, and to Kumomoto Prefecture year round. During June, Benten's delivers to the hungry *kami* revelers at Wakayama, and during spring the pizza joint delivers cannibal-pizzas and odd requests to the demons celebrating the *Oni Kenbai Festival* in Iwate.

The women riding Benten's special brooms of flying are usually distinctly non-heroic, ordinary young women doing an unusual job for better than average pay. Despite their weakness, Black Japan's occult community know they are under the personal protection of a goddess. Very few *oni* are anything but polite when the busty girls come to deliver their *octopus & maiden-nipple pizzas*. As an incentive for the demands of the job, a waitress who stays with Benten's Sea Pizza as a delivery girl for two years receives her broom as a gift- they can keep the bomber jackets after the first 90 days. Of course, even under Benten's explicit protection the magical pizza delivery business is NOT easy.

D12 Result	Customer	What Do They Want?	Complications?
1	A bunch of drunk American NFL players who have never experienced anything supernatural before	4-5 extra larges with pepperoni	None- enjoy the flight!
2	A badly banged up team of Chrysanthemum Sewer agents	Curry pizza	Storms and high winds all the way there
3	A chauffeur for some Amakaze big wig waiting for his boss to get done	2-3 medium squid and seafood pizzas	The JSDF and USAF are conducting training exercises along your flight path
4	A very nice little old lady who happens to be a *skathe witch* visiting from the Tatakama	A dozen potions of *Cure Light Wounds* and a large order of fried cheese rolls	A flock of seagulls wants your cargo
5	A bloodthirsty *oni* princess frustrated at how poor the hunting's been lately	Two egg, bean and tomato pizzas	A young green or blue dragon is hungry, hopefully just for the pizzas
6	A bunch of rich kids up all night getting high and playing video games	An octopus and crab pizza and an autographed pair of *Benten's Headphones*	The customer speaks no Japanese and probably didn't order this.
7	JSDF soldiers on leave who splurge and want to see something magical	A set of human tibia with kanji written on them inside the pizza box	The customer will either talk your ear off or complain endlessly.
8	The prostitutes of a minor magical bordello after closing time	A pair of house special pizzas and a couple sixers of *Kirin* beer	There's an occult battle taking place when you get there
9	A purely mundane factory, treating its workers (several other Delivery Girls will be making the trip with you)	A kitsune liver and salmon pizza with pineapple	The customer is in the Tatakama somewhere, but only a mile or two from a stable *torii* in Kanagawa
10	An Amakaze board meeting needing a quick lunch. They're polite and tip well, but you're now on their radar.	Spaghetti and meatball pizza for eight	Another delivery girl gets there first and snags your tip
11	A soon to be executed prisoner at one of Japan's occult prisons, ordering his or her last meal	A still beating demon's heart inside the pizza box, wrapped in gold paper	You're passing through the airspace of Tokyo International during the holiday travel season
12	A pissy and selfish minor Kami with a grudge against Benten	Mermaid fin and seafood pizza	Roll twice and combine and hope Benten pays you extra for the trouble.



Binbogami - CR 2

Medium LN Undead
XP 600
Init +0 **Senses** Darkvision 60 ft, Perception +2
Languages understands Japanese but cannot speak

Defense
AC 14 **Touch** 10 **Flatfooted** 14 (+4 natural)
HP 3d8 hp (14 HP)
FORT +1 **REF** +1 **WILL** +5
Immune undead immunities
Channel Resistance 10

Offense
Spd 30 ft
Melee +7 slam (1d8+4 bludgeoning)

Statistics
Str 18 **Dex** 11 **Con - Int - Wis** 15 **Cha** 1
Base Atk +3 **CMB** +7 **CMD** 17

Ecology
Environment any (Japan)
Organization gang (2-4)
Treasure incidental

Special Abilities

Unbreakable Contract (SU)

The supernatural contract they unwittingly signed binds Binbogami inexorably to the Amakaze's service. A destroyed Binbogami will rise again 1d6 hours after its apparent destruction, recovering one hit point per hour once its regeneration begins. When back to full strength, it will either attempt to complete its original mission, or return to its Amakaze master for further instructions if the former doesn't seem possible.

The only way to permanently exorcize a Binbogami is to assume some of its spiritual debt. By touching an inert Binbogami corpse and willingly offering its soul some of their wealth, a hero can permanently destroy a particular Binbogami. Doing so permanently reduces the exorcist's Wealth bonus by -1, or requires the sacrifice of at least 100 x character level gp worth of goods or treasure.

The Binbogami's targets only gain XP for destroying the creature if they permanently put them to rest, not merely for incapacitating them.

Binbogami can also be permanently destroyed through channeled positive energy, though doing so is somewhat difficult.

Roleplaying

"In 2009, the number of suicides exceeded 30,000 for the twelfth straight year. Since 2008, the economic situation worsened in Japan due to the global financial crisis, and this has pushed the suicide rate in Japan even higher."

-Wikipedia.org article "Suicide in Japan"

The Binbogami are zombie-undead created indirectly by the cruel economic policies of the Amakaze and their quest for profit. In Japan, it is common for lenders to take out life insurance policies on borrowers, especially in tough economic times, ensuring even if the borrower commits suicide rather than default on the loan, the company profits. Those ordinary men and women unfortunate enough to do business with an Amakaze company serve the

oni-backed bank in another way. Those who commit suicide after an Amakaze loan rise from the dead as pathetic undead servants, serving the Amakaze as disposable drones for all eternity.

Binbogami are not threatening singularly, but are dangerous in large numbers. Their tenacity and blind obedience to the Amakaze make them terrifyingly effective shocktroops, and the difficulty in permanently exorcising one means a defeated Binbogami can return again and again to terrorize its victim.

The pathetic undead resemble the person they were in life, but washed of all color, appearing like a grey-scale photograph They are dressed in faded business attire, and their eyes are always shrouded in shadow and mist. A faint odor of decay shrouds them, almost too faintly to be consciously perceived.

Bio-Machine Ooze - CR 11

Huge CN Ooze
XP 12,800
Init -2 **Senses** Perception +2, Blindsight 90 ft, Machine Sense 100 ft
Aura Jamming Field 500 ft

Defense
AC 4 **Touch** 4 **Flatfooted** 4 (-2 size, -2 DEX)
HP 15d8 + 150 hp (218 HP)
FORT +15 **REF** +3 **WILL** +7
Immune Ballistic, Electrical, ooze immunities
Resist Acid 15, Cold 15

Offense
Spd 45 ft
Melee +18/+13/+8 slam (3d6 + 9 bludgeoning plus grab or pull)
Ranged +5/-1 gun tentacles (2d6 ballistic, 50 ft range increment, full auto, unlimited payload)
Special Attacks Engulf (DC, 2d6 acid plus Machine Absorption), Pull (slam, 10 ft)

Statistics
Str 28 **Dex** 6 **Con** 30 **Int** - **Wis** 15 **Cha** 1
Base Atk +11 **CMB** +22 **CMD** 30 (cannot be tripped)

Ecology
Environment any urban (especially Chiba, Japan)
Organization solitary or trio
Treasure standard (scavenged high-end electronics only)

Special Abilities

Jamming Field (EX)
Random radio noise and discordant cell signals impede high-tech comms near the Bio-Machine Ooze. Cell phones, radio and wifi communication is impossible within 500 ft of a Bio-Machine Ooze.

Machine Absorption (EX)
The Bio-Machine Ooze digests high tech devices that it engulfs. On the first round of being engulfed, the machine gains the *broken* condition; on the second it is destroyed.

Small or smaller machines (an iPod, laptop computer or laser pistol) heal the Bio-Machine Ooze for 5 HP. Medium machines (a moped, desktop computer, dishwasher) heal the Bio-Machine Ooze for 10 HP. Large or larger machines (automobiles, subway trains, television antenna) heal the Bio-Machine Ooze for 20 HP and break any harmful transmutation effect currently afflicting the Bio-Machine Ooze.

Members of mechanical species, such as POETICA, Star Droids, Full Conversion Cyborgs or other machine races instead suffer 1d6 points of temporary CON (or INT for robots without CON scores) per round of being engulfed. Each point of CON drained heals the Bio-Machine Ooze for 5 HP.

In either case, excess HP are gained as Temporary HP, which last for 1 hour.

Machine Sense (EX)

The Bio-Machine Ooze can sense the presence of and can automatically pinpoint any electrically powered device at least as complicated as a flash light. It can automatically pinpoint invisible opponents who are cyborgs, POETICA, other robots, or carrying high tech gear.

Roleplaying

Bio-Machine Oozes are an unwanted byproduct of POETICA assembly. Initially almost microscopic, these bio-mechanical parasites flee an assembly theater, slip through cracks in the floor and escape into the wild. Hiding in sewers and disused subway tunnels, Bio-Machine Oozes quickly reach their full size. These mindless digesting engines feed primarily on machines, and are a danger to humans in that they are too single-minded to distinguish between a welding robot and a walkie talkie carried by a human security guard. Both are simply fuel for the machine.

Bio-Machine Oozes are thick grayish sludge that stinks of silicon and burning wiring. Their bulk is studded with half digested electrical components and melted car parts. These mindless monsters seek out digestible machines, the larger the better, and move towards them in a relentless, inexorable charge. Bio-Machine Oozes can morph simple, fully automatic rifles out of their undifferentiated nanotech stew, and will fire on any thing flying over them, though their accuracy is questionable.

Black Car - CR 6

Large CE Construct
XP 2,400
Init +1 **Senses** Perception +6, Darkvision 90 ft

Defense
AC 21 **Touch** 11 **Flatfooted** 20 (-1 size, +1 DEX, +1 dodge, +10 natural)
HP 8d10 + 30 hp (75 HP)
Damage Reduction 10/good
FORT +2 **REF** +3 **WILL** +5
Immune construct immunities

Offense
Spd 250 ft (5 chase scale squares)
Melee +14/+9 slams (10d6+7 bludgeoning, 20/x3)
Special Qualities Freeze, Hell Vehicle, Illusion of Safety
Spell Like Abilities
(CL 6th – Concentration +9)
At Will – Alter Self (2-4 door passenger automobiles only)

Statistics
Str 25 **Dex** 13 **Con** - **Int** 4 **Wis** 15 **Cha** 10
Base Atk +8 **CMB** +14 **CMD** 25 (cannot be tripped)
Feats Dodge, Mobility, Power Attack, Spring Attack
Skills Perception +6, Stealth +5 (+8 racial bonus on Stealth in urban areas)

Ecology
Environment any urban
Organization always solitary
Treasure standard

Special Abilities

Hell Vehicle (EX)

The Black Car has an ability similar to Swallow Whole, only it can only affect targets that willing enter its interior- these can be victims it tricks with its Illusion of Safety ability or even battered and bleeding pedestrians it

slams into again and again and intimidates into riding with it.

Each round a creature is trapped within the Black Car, it suffers 6d6 +7 bludgeoning damage if the vehicle moves at least 100 ft. Trapped creatures can cut their way out of the Black Car. Its interior has AC 22 and 8 HP; the interior has DR 10/good.

A Black Car that rams another vehicle (or is rammed itself) takes only half normal damage from the vehicular collision. Any passengers inside the Hell Vehicle however, suffer double damage.

Illusion of Safety (SP)

The Black Car can disguise itself as other automobiles, and usually uses this ability to trick victims into willingly entering its interior, thinking they're entering their own automobile. The Black Car can change its make, model and decorations to match any other automobile of its choice; effectively, this functions as *Alter Self,* save that it applies to 2 and 4 door passenger automobiles.

Roleplaying

Black Cars are lone horrors that prowl Japan's roads and urban back streets. Though constructs, they generate spontaneously- *yokai* spirits that possess ordinary vehicles and turn them into murder machines. In their true form, Black Cars are slate grey steel carriages with blood red headlamps and turn indicators. Their windshields are spider-webbed with cracks and stained with dripping blood and brain matter. When hunting, Black Cars can take the form of virtually any 2 or 4 door auto or even some light pickups, and may be any make or model.

Black Cars hunt randomly. Their favorite tactic is to park near a potential victim's car at a shopping mall or parking structure and hope their prey mistakes the Black Car for their own. Black Cars prefer large body counts over all else. They're smart enough to imitate cars with a

carseat or two in the rear and prey especially on women shopping with children.

Similar Creatures

Black Truck (CR 9)

The Black Truck is a Huge construct, with 12 HD. This larger Hell Vehicle imitates commercial trucks and light vans. The kanji written on the back of the van is usually a grim and vaguely threatening parody of local business slogans.

Black Plane (CR 15)

Black Planes are among the rarest and most horrific of all Hell Vehicles. They are Colossal Constructs with 20 HD. These behemoths have a tactical Flight Speed of 500 ft (average) and a non-tactical speed of about 800 mph. Thankfully rare, a single Black Plane can murder nearly 400 souls all at once, power-diving into the Pacific with a full compartment and shrugging off the crash damage, while those trapped within its gullet are vaporized by the impact. Others want nothing more than to fly into a Tokyo or Chiba skyscraper at 800 mph with a full passenger compartment. They sing songs about September 11th to themselves, and smile cruel, avian smiles.

Black Planes imitate wide-bodied passenger jets- Airbus A330, Boeing 737s and 747s or other large commercial aircraft, with colorations and fuselage markings identical to those of major Japanese and Korean air carriers. When they are about to kill, the false paint fades, revealing riveted black steel beneath. They have a vaguely avian cast.

Construction

Though technically a construct, Black Cars cannot be assembled or commanded. They spontaneously generate, always with the urge to spread chaos, fear and misery.

Black Teacher - CR 9

Medium LE Outsider (devil, evil, extraplanar, lawful)
XP 6,400
Init +3 **Senses** Darkvision 120 ft, See in Darkness, Perception +18
Languages Infernal, Japanese, *true speech, telepathy* 100 ft

Defense

AC 19 **Touch** 15 **Flatfooted** 16 (+3 DEX,+4 armor, +2 deflection)
HP 12d10 + 12 hp (78 HP)
FORT +5 **REF** +11 **WILL** +11
Immune Fire, Intimidation and Fear, Poison
Resist Acid 10, Cold 10

Offense

Spd 40 ft
Melee two +15 tentacles (2d6-1 slashing and 1d6 acid, 20/x3, 15 ft reach)
Ranged occult blast +15 (4d6 unholy, 19-20/x2, 100 ft range increment)
Spell-Like Abilities
(CL 12th Concentration +19)
1x/day – Charm Monster, Mass (W-DC 23)
- Fucked to Death (F-DC 22, see text)[E]

3x/day – Charm Monster (W-DC 20)
- Denounce (W-DC 22)
- Innocence

At Will – Alter Self
- Fumbletongue (W-DC 18)
- Suggestion (W-DC 19)

[E] = *spells described fully in Enchantments of Black Tokyo (Otherverse Games, 2014)*

Statistics

Str 9 **Dex** 17 **Con** 13 **Int** 25 **Wis** 16 **Cha** 18
Base Atk +12 **CMB** +15 **CMD** 24
Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Skill Focus (intimidate), Spell Focus (enchantment), Weapon Finesse
Skills Bluff +19, Computer Use +19, Diplomacy +19, Disguise +18, Drive +4, Intimidate +25, Knowledge (arcana, the planes,

history plus any five others) all at +22, Perception +18
Gear +3 school uniform, ring of protection +2, cellphone, purse or backpack with school ID, work-related items and personal effects

Ecology
Environment any urban (particularly around middle schools, high schools and junior colleges or the surrounding neighborhoods)
Organization solitary
Treasure standard

Special Abilities
"A Lesson In Rape" (SU)
The Black Teacher prefers especially intelligent, studious children as prey. When the Black Teacher uses its *Fucked To Death* spell-like ability, the victim suffers a penalty on their saving throw equal to their INT modifier (if positive).

Dark Knowledge (SU)
The Black Teacher may attempt any Knowledge check untrained, and all Knowledge skills are considered class skills for the creature. If the Black Teacher makes a Knowledge check while grappling a humanoid creature in the Young Adult age category or younger, that character must succeed at a DC 21 WILL Save or have their maximum HP total permanently reduced by 1d8 points. The Black Teacher receives a competence bonus on the Knowledge check equal to twice the permanent HP drain inflicted.

Stern (EX)
Black Teachers cannot be Intimidated, nor affected by abilities based upon successful use of the Intimidate skill. They are immune to fear.

Roleplaying
Black Teachers enter our world and murder a mortal teacher, taking their skin and absorbing their lives, corrupting a love for children into weaponized malice. Black Teachers seek out those with easy access to mortal children, striking up a conversation in a bar or on the street, and easily seducing their victim and quickly replacing them. Once ensconced in stolen mortal flesh, a Black Teacher spends long

weeks or months tormenting mortal students, only rarely feeding, and only when they are certain that the child won't be missed, or their death can be explained away easily.

Black Teachers delight in causing misery. If the mortal whose life they stole was kind to a specific child, they are especially cruel. They are sadistic taskmasters, petty tyrants who can never be pleased, and who know just the right thing to say to make a child collapse in quiet tears. If a Black Teacher can cause a rash of suicides or worsen bullying or local violence, it considers its time in the Earth Realm well spent. A child who dies because of *ijime* becomes another weapon in the manipulative devil's arsenal.

Black Teachers flawlessly mimic human form, and can perfectly imitate the mortal they've slain, including precise details and minor mannerisms. They dress conservatively, in an immaculately cleaned and pressed school uniform or drab business attire. They never smile in human shape, except when they kill. When a Black Teacher fights, its tongue lengthens into a pair of ebony whips that drip rust-red acid.

Blue Collar Kami - CR 2

Medium LN freeter Outsider (Kami, native, law) Expert 4
XP 600
Init +1 **Senses** lowlight vision, Perception +8

Languages Celestial, English, Japanese
Aura Helpful Kami (60 ft, allies add 1d4+1 to successful Aid Another checks)

Defense
AC 11 **Touch** 11 **Flatfooted** 10 (+1 DEX)
HP 4d8 hp (18 HP)
FORT +1 **REF** +2 **WILL** +7

Offense
Spd 30 ft Fly 50 ft (good)
Melee +2 tool to the side of the head (1d6-1 bludgeoning, 20/x2)

Statistics
Str 9 **Dex** 13 **Con** 11 **Int** 14 **Wis** 12 **Cha** 13
Base Atk +3 **CMB +2 CMD** 13
Feats Catch Off Guard, Iron Will
Skills Computer Use +9, Craft (mechanical, electronic, visual arts) all at +9, Diplomacy +8 , Drive +5, Fly +12, Knowledge (local, technology) all at +9, Knowledge (history) +12, Perception +8, Repair +9 (racial modifiers: +3 Diplomacy, +3 Knowledge (history), +4 Fly)

Gear mechanical and electronic tool kits, smart phone

Ecology
Environment any urban throughout Japan
Organization solitary or pair
Treasure incidental

Special Abilities

Bad With Money (EX)

The Blue Collar Kami automatically fails Profession checks to earn a living, and his little capital or purchasing power. Excess wealth, either in physical form (gold coins, ect) or electronic form (credit) soon vanishes.

Bless the Poor (SU)

The Blue Collar Kami is going to be poor for the rest of his life, and he's accepted that. His purpose is to aid other poor folks, to help whenever he can and keep their hopes up even when he can't.

Once per week, the Blue Collar Kami can give an allied creature a bit of unexpected good fortune. This blessing takes one of two forms, randomly determined. Roll a D6; on an odd result, the ally receives a +10 holy bonus on Profession checks made to earn a living for the next week. On an even result, the ally finds a small cache of money (such as a lost 5,000 yen note in the street) or a minor or consumable magic item within the next week. In either case, the good fortune is worth 50 gp/DC 7 or less. The Blue Collar Kami can never use this ability to benefit himself, nor to benefit an ally that asks for the blessing, or who has received this blessing in the previous year.

Find it Cheap (EX)

The Blue Collar Kami lives cheap, but somehow still lives decently. By doubling (at the very least) the time necessary to purchase adventuring gear or extraordinary items or services, the Kami can find the item for half the usual cost or less. The Blue Collar Kami can also easily find cheap mundane, common non-adventuring items (such as finding a cheap dinner, used DVD, cheap art supplies, ect) without significantly increasing the time taken to purchase it.

Helpful Kami (SU)

The Blue Collar Kami emphasizes solidarity and cooperation in difficult times. Anytime an allied character makes a successful Aid Another check within 60 ft of the Blue Collar Kami, roll 1d4+1 and add the result to the check being aided.

Roleplaying

Not all of Heaven's servants live lives of heroism and adventure. Some take on a mortal form and live a mortal's life- work, school, taxes, subway commutes, the occasional dinner out with good friends. All the pain and pleasure, and drudgery and boredom and the occasional moment of very quiet, unnoticed victory…shared by Black Tokyo's anonymous, teeming millions.

The Blue Collar Kami is an ordinary yet somehow charming Japanese man who can easily blend into the crowd. He drifts from job to job, a victim of circumstance and workplace politics more often than not. He usually is dressed in a rumpled convenience store or fast food franchise uniform, but occasionally he can get a temporary gig with a electronics shop or repair outfit, which gives him a chance to show off some skills nobody expects a wage-slave to possess. The Blue Collar Kami's wings are usually folded against his back- he keeps his head down, but those who know what to look for can recognize him as a very minor god, and might find an unexpected ally in the tired, yet sarcastic and somehow unbroken guy behind the counter.

Breath of the Onsen - CR 4

Huge N Ooze (air, fire, incorporeal)
XP 1,200
Init +2 **Senses** Perception +0, Blindsight 60 ft
Languages None

Defense
AC 11 **Touch** 11 **Flatfooted** 10 (-2 size, +2 DEX, +1 deflection)
HP 5d8 + 25 hp (48 HP)
FORT +6 **REF** +3 **WILL** +1
Immune ooze immunities
Vulnerable Cold

Offense
Spd 30 ft
Melee +3 incorporeal touch (1d10 fire, 20/x3 plus *heat metal*)
Spell Like Abilities
(CL 5th – concentration +0)
Constant – Heat Metal
Special Qualities Heat Metal, Incorporeal, Scalding Breath

Statistics
Str - Dex 15 **Con** 21 **Int - Wis** 10 **Cha** 1
Base Atk +3 **CMB** +7 **CMD** 17 (incorporeal)

Ecology
Environment cold mountains
Organization solitary
Treasure incidental

Special Abilities

Heat Metal (SP)

An incorporeal touch attack from the Breath of the Onsen acts as a *Heat Metal* spell cast by a 5th level druid. Multiple touches each move the spell's effect towards the most intense heat (3rd round), either treating the victim as if he has been exposed to one more, or one fewer rounds of the spell, whichever would be most harmful.

Scalding Breath (SU)

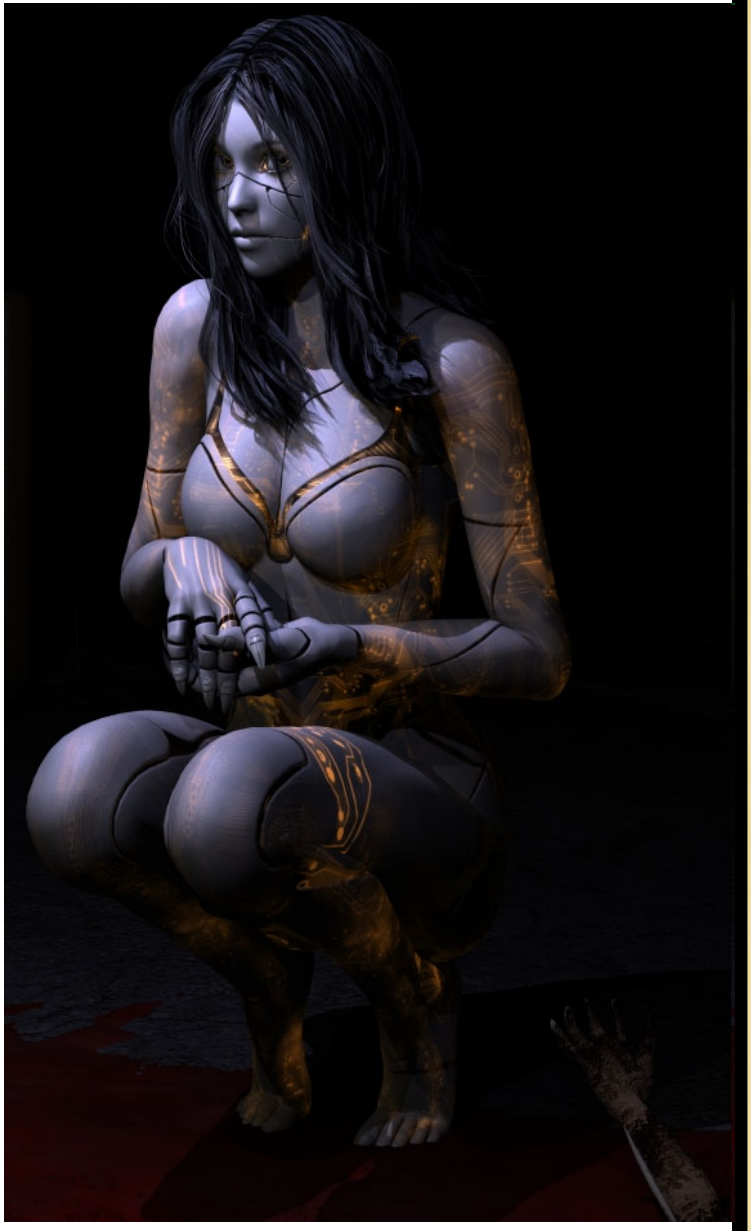
The Breath of the Onsen is deadliest towards victims whose body temperatures are already elevated. Against targets with a warmer than average body temperature (which includes

characters who have recently bathed in an onsen, suffered Fire damage or cast a Fire spell within the previous round), a successful incorporeal touch attack inflicts an additional +1d4 points of Fire damage.

Roleplaying

Thankfully rare in the modern world, Breath of the Onsen are old ghost-oozes that most often plague the high mountain onsens and isolated villages on the **Tazawa Kogen Plateau**, in the Akita Prefecture. A single ooze can easily slaughter an entire onsen full of tourists, staff and bathers before help can be mobilized to stop it. Modern druids, special operations Rangers and Chrysanthemum Seven operatives make it a high priority to track Breath of the Onsen and eliminate them quickly when they are uncovered.

The Breath of the Onsen appears as a low, grey and white fog that rolls along the ground. Those wrapped in its spectral embrace initially feel a pleasant warmth…before the ooze's heat scalds them to death.



Bunraku-66 POETICA -CR 10

Medium LN Monstrous Humanoid (POETICA) Fighter 11
XP 9,600
Init +7 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +15
Languages Cantonese, Korean, Japanese

Defense
AC 22 **Touch** 14 **Flatfooted** 18 (+3 DEX, +1 dodge, +8 armor)
HP 11d10 (66 HP)
FORT +7 **REF** +6 **WILL** +5

Offense
Spd 30 ft (25 ft in armor)
Melee +13/+8/+2 mwk tonfa (1d6+1 bludgeoning, 20/x2)
Ranged +17/+12/+7 *heartseeking Military SMG* (2d6+3 ballistic, 20/x3, 50 ft range increment, full auto, 30 round box)
Special Qualities Armor Training 3, Bravery +3

Statistics
Str 12 **Dex** 17 **Con** 11 **Int** 13 **Wis** 14 **Cha** 11
Base Atk +11 **CMB** +15/+17 on disarm attempts
CMD 25
Feats Armor Proficiency (light, med, heavy), Advanced Firearms Proficiency, Agile Maneuvers, Burst Fire, Deadly Aim, Dodge, Greater Weapon Focus (military SMG), Improved Disarm, Improved Initiative, Mobility, Personal Firearms Proficiency, Weapon Focus (military SMG)
Skills Climb +15, Intimidate +14, Knowledge (local) +8, Perception +15, Stealth +9
Starting Occupation Law Enforcement

Gear +1 heartseeking Military SMG, +2 tactical vest, 6x spare magazines, mwk tonfa

Ecology
Environment any
Organization solitary or accompanied by a platoon (8-16) 3rd level human fighters and a 6th level human fighter NCO
Treasure standard

Roleplaying

Bunraku-66 Model POETICA (named for the famous Japanese puppet theater) are experimental, combat-capable androids. Bunraku-66 are so rare that even the most dedicated POETICA hobbyist has heard only rumors of their existence, and photographic or other documentary evidence of their existence or capabilities is classified under Japanese law. The New Day Girl Factory deploys many of its Bunraku-66 to Tokyo Police Section Seven or Chrysanthemum Seven, for the tax breaks and juicy government contracts their generosity earns, but keeps the best, most capable models of military android for their own use. Important New Day Girl facilities are guarded by these dispassionate, highly capable androids, and the mega-corp's oveseas interests are safeguarded by definable operations squads comprised entirely of Bunraku-66.

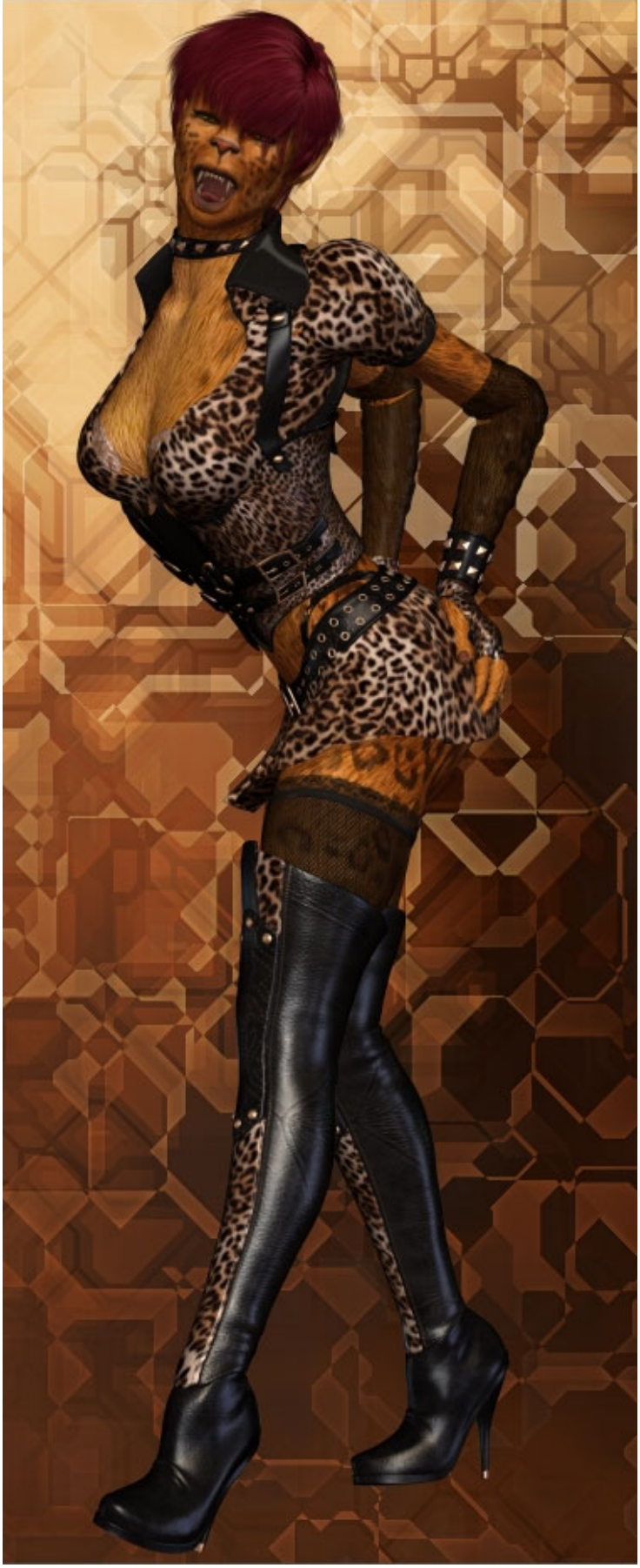
Bunraku-66 are just a little less attractive and somewhat less lifelike than the typical POETICA companion android. They have pale skin and either raven black or milk white hair, and rarely blink. The girlish combat androids are dressed in matte black tactical body armor and urban camo fatigues rather than clubwear, and carry advanced submachine guns specifically enchanted by the New Day Girl Factory's occult weapons division. They are intelligent enough to fight tactically, use cover and suppressive fire effectively, and innovate in the face of the unexpected, but have virtually no sense of self. Bunraku-66 speak sparingly, and usually only about immediate tactical concerns rather than emotional or abstract concepts.

Reskinning

The Bunraku-66 POETICA is a good statblock for a well equipped techno-magical soldier that gamemasters will come back to again and again. At CR 10, the Bunraku-66 is a deadly boss-fight for low/mid-level adventurers, or a standard grunt for high and epic level campaigns. She can be reskinned as a cyber-enhanced human soldier and fits in well as a general purpose operative for every organization in the campaign, from Project: GILGAMESH to the Japanese Self Defense Force.

Additionally, by adding different cybernetic implants (The Polymer Path, Otherverse Games, 2014) she might be reskinned as a new machine lifeform, born in the depths of the internet, and assembled by a hacked New Day Girl Factory production line.

Catgirl Sorceress - CR 5



Medium NG Humanoid (Nekomusume) Sorceress (Dreamspun bloodline) 6
XP 1,600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +2
Languages Celestial, English, Japanese

Defense
AC 22 **Touch** 16 **Flatfooted** 20 (+2 DEX, +2 busty, +4 deflection, +4 armor)
HP 6d6 hp (24 HP)
FORT +2 (+6 vs environmental cold)
REF +4 **WILL** +7

Offense
Spd 30 ft Climb 30 ft
Melee +3 unarmed strike (1d4 non-lethal)
Ranged +3 ranged touch… acid splash (1d3 acid, 40 ft range) or
+3 ranged touch… scorching ray (4d6 fire, 40 ft range)

Spellcasting (CL 6th Concentration +9)
Third (four slots) - Disarming Breasts*

Second (six slots) – Scorching Ray, Super Breast Rainbow* (R-DC 17)

First (eight slots) – Busty Bounce Back*, Busty Milk*, Mage Armor, Quick Cum+ (W-DC 16) – (mage armor is factored into AC already)

Zero– Acid Splash, Daze (W-DC 16), Impudent Little Tongue+, Myo Myo Kyun+, Resistance, Prestidigitation, Touch of Fatigue (F-DC 16)

Spell-like Abilities (CL 6th Concentration +9)
At Will - *light* or *dancing lights*
* found in Busty Extreme! and reprinted in Enchantments of Black Japan
+ found in Enchantments of Black Japan

Statistics
Str 10 **Dex** 15 **Con** 11 **Int** 13 **Wis** 14 **Cha** 21
Base Atk +3 **CMB** +3 **CMD** 15

Feats Eschew Materials, High Bred Nekomusume, Magical Aptitude, Spell Penetration
Skills Bluff +8, Diplomacy +8, Knowledge (arcana) +7, Knowledge (pop culture) +4, Spellcraft +9, Use Magic Device +13
Gear *casual steel,* iPhone, potion of cure light wounds x2, *Hotei's Purse, New Day Panties*

Ecology
Environment any urban (Japan)
Organization often solitary, sometimes accompanied by cat-girl protectors statistically equivalent to Mie and Mau
Treasure standard (including gear)

Special Abilities

Busty Extreme!

The Catgirl Sorceress receives a +2 busty bonus to AC; this functions as a natural armor bonus, save that it only applies when she is nude or revealingly dressed. She may cast spells with the *busty* component.

Dreamspun Bloodline Arcana

Whenever the Catgirl Sorceress targets a single creature with a spell, she gains an insight bonus equal to ½ the spell's level, to Armor Class and saving throws against any spell or attack made by that creature for one round.

Feline Nimbus (SU)

A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamourous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including Felis anthros) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.

Lullaby (SP)

The Catgirl Sorceress can use Lullaby as a spell-like ability 3+CHA times per day. The effect lasts for one minute and requires concentration, and the penalty on saves versus sleep effects increases to -4.

Roleplaying

The Catgirl Sorceress is a busty, bubbly bundle of affection, kindness, benevolence and kitty-cat willpower. Likable and charming, this vivacious spellcaster follows her dreams, and draws power from her fantasies, both nocturnal and waking. The Catgirl Sorceress dreams of a time when all her sisters are free, and is a fierce defender of Tokyo's ferals. Despite her beauty and gentle nature, the mere rumor of the Catgirl Sorceress is *terrifying* to TMBS goons. A confirmed sighting of this powerful, idealistic spellcaster can make a squad of TBMS Catchers abandon their plans for a cull in a particular district or neighborhood, and even the rumor that she might be in the area is enough to make them gear up for a full-scale arcane war.

The Catgirl Sorceress was bred for extraordinary, heart-stopping beauty, and cats of her proud lineage are known for their huge, perfect breasts. She has mastered *Busty!* magic, and dresses to accentuate her voluptuous shape. In battle, the Catgirl Sorceress prefers to use magic for trickery or self defense. She's mastered several spells that incapacitate without killing, and prefers to use them rather than lethal combat magic. But piss her off enough, and she can unleash gouts of mystical flame more than sufficient to cook a TMBS thug in his armor.

Child of the Gathering - CR 1

Medium CN Plant (Kijimuna) Druid 2
XP 400
Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +2
Languages Aquan, Druidic, Japanese (illiterate)

Defense
AC 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +4 armor)
HP 2d8 + 4 hp (17 HP)
FORT +4 **REF** +1 **WILL** +4
Immune plant immunities (though vulnerable to mind-affecting abilities)
Weaknesses Death by Metal

Offense
Spd 30 ft Swim 30 ft
Melee wooden fist +1
(1d6+1 bludgeoning, 20/x2)
Special Qualities Nature Bond (plant domain), Nature Sense, Wild Empathy, Woodland Stride
Spellcasting (CL 2nd Concentration +5)
First Level (prepared) entangle (R-DC 14), goodberry, soiling bile[E], vacate bowels (F-DC 14)[E]
Zero Level – create water, know direction, purify food & drink, virtue
[E]= new spell described fully in *Enchantments of Black Tokyo*

Statistics
Str 11 **Dex** 13 **Con** 15 **Int** 9 **Wis** 15 **Cha** 13
Base Atk +1 **CMB** +1 **CMD** 12
Feats Brew Potion, Nimble Moves
Skills Stealth +6/+10 in natural terrain, Survival +7, Swim +5, (racial modifiers: +4 Stealth in natural terrain)
Gear hide armor (tightly wrapped leaves of water plants), potion of cure light wounds x1, potion of stabilize x3

Ecology
Environment temperate marsh (sewers beneath Tokyo Harbor)
Organization solitary or accompanied by 4d6 Kijimuna Warrior 1 or Commoner 2
Treasure standard

Special Abilities

Death by Metal (EX)

The Child of the Gathering is pained by the touch of metal, plastics and synthetic polyers. She suffers double the normal armor check peanlty when wearing any armor with metallic components.

If she is sexually penetrated by an object made of these substances, she must succeed on a DC 18 FORT Save or immediatley fall to -9 HP and dying. Even if the FORT Save is sucessful,

she still suffers 6d6 points of damage from the intrustion.

Earth Child (EX)

The Child of the Gathering is strengthened and fortified by contact with the Earth. While the Child is in direct contact with soil or mud, she cannot be tripped or bull rushed, and receives a +2 racial bonus to her Combat Maneuver Defense.

Nightshade (EX)

Three times per day, the Child can produce a small, colorful mushroom that provides a surge of strength when eaten. This mushroom provides the creature that eats it with a +2 enhancement bonus to their STR score for two minutes. This is considered a sexual act for the Child of the Gathering.

Roleplaying

The Child of the Gathering is an ethereally beautiful child with skin like green algae, her body adorned with ripe red and white mushrooms. She is the among the boldest and cleverest of the Kijimuna who live unnoticed in the sewer exchanges and desalination/water reclaimation works beneath Tokyo harbor. She has little knowledge of the outside world (though holds a superstitious dread of intruders, machines and change) and lives much as her kind has for millennia. The Kijimuna villages built within vast, sluggish rivers of shit and effluent are placid and tradition-bound, relics of earlier centuries.

The Child of the Gathering is a village leader and very effective protector. Her natural magic draws on earth, plant and feces for its power- the same aspects that give the Kijimuna plant folk their lives. While she fears outsiders, she does not consider ordinary sewer workers a threat. She recognizes most of their faces and voices (and respects the uniform of those she doesn't recognize) and will hide and flee rather than attack if sewer workers approach her borders. She has no compunction about slaying other interlopers, however.

Combined Fleet Gunner - CR 7

Medium LN or LG Monstrous Humanoid (Combined Fleet POETICA) Ranger 5 /Assault Witch 3
XP 3,200
Init +2 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +13
Languages Celestial, English, Japanese

Defense
AC 19 **Touch** 14 **Flatfooted** 17 (+2 DEX, +2 class, +4 armor, +1 shield)
HP 5d10 + 3d8 - 8 hp (38 HP)
FORT +4 **REF** +8 **WILL** +4
Immune environmental cold

Offense
Spd 30 ft Flight 60 ft (good)
Travel Speed Mach 1.5
Melee +6/+6/+3 masterwork wakizashi (1d6+2 slashing, 18-20/x2)
Ranged +7/+7/+4 masterwork CF cannon (2d6+1 ballistic, 20/x2, 150 ft range increment, single shot, unlimited ammo)
Favored Enemies Outsiders (evil) +4, Undead +2
Favored Terrains Sky (unique- applies when in flight at least 50 ft above ground) +2
Special Qualities Aeromusume, Favored Enemy, Favored Terrain, Hunter's Bond, Mach One Climax, Wild Empathy
Spellcasting (CL 5th Concentration +7)
First Level – Alarm, Resist Energy

Statistics
Str 12 **Dex** 14 **Con** 9 **Int** 13 **Wis** 15 **Cha** 13
Base Atk +7 **CMB** +8 **CMD** 20
Feats Aircraft Operations, Armor Proficiency (light, medium), Broken Doll, Deadly Aim, Far Shot, Improved Two Weapon Fighting, Personal Firearms Proficiency, Two Weapon Defense, Two Weapon Fighting
Skills Fly +14, Knowledge (arcana) +13, Knowledge (geography) +12, Knowledge

(history) +5, Knowledge (tactics) +14, Knowledge (nature) +12, Perception +13, Pilot +8, Survival +13
Gear armored leggings, parade armor, two mwk. wakizashi, potion of cure light wounds, iPhone

Ecology
Environment any (stationed at Misawa AFB, in Northern Japan)
Organization solitary, pair or wing (3d6) sometimes accompanied by senior human officers (high level fighter/rangers or Powered Heroes)
Treasure standard

Special Abilities
Aeromusume (SU)
As a full round action, the Combined Fleet Gunner strips away her uniform, her legs and virginal pussy becoming steel and aluminum. When fully transformed, the young girl is almost naked, except for the warplane components sheathing her legs like a vixen's lacy stockings.

While transformed, the Combined Fleet Gunner gains a flight speed of 60 ft (good maneuverability). On any round she takes a double move and flies at least 100 ft, the CF Gunner may add her CHA modifier (currently +1) as a deflection bonus to her Armor Class. This bonus remains for one round after she completes her movement.

If the CF Gunner is knocked unconscious, falls asleep or is slain she returns to her human form. The CF Gunner can otherwise remain in her Aeromusumne form for up to three hours. While transformed, she is immune to environmental cold, and though she still needs to breathe, she can do so easily at supersonic speeds and doesn't suffer any ill effects from fighting.

Angelic Little Loli (SU)
The Combined Fleet Gunner gains a +1 holy bonus on Saves against evil outsiders and undead. Hostile creatures of those types who confirm a melee critical hit against the Combined Fleet Gunner must succeed at a DC 12 WILL Save (or be *shaken* for as long as they remain in your presence and for 1 round after they leave it. Once a creature saves against this effect, it cannot be affected by your purity again for 24 hours.

Limitation: The Combined Fleet Gunner loses the benefit of this talent for 24 hours if she engages in consensual penetrative sex, though she can engage in masturbation, oral or fetish acts with a lover.

Arcane Ace (EX)
The Combined Fleet Gunner adds half her Assault Witch level (currently +1) on Fly and Knowledge (arcana) checks.

Hunter's Bond (EX)
The Combined Fleet Gunner bonds to her companion, and acts as an advanced scout. She may spend a move action to grant half her favored enemy bonus against a single target of the appropriate type to all allies within 30 ft who

can see or hear her. This bonus lasts for two rounds and does not stack with any favored enemy bonuses possessed by her allies. Use whichever bonus is higher.

Mach One Climax (SU)

If the Combined Fleet Gunner masturbates to orgasm immediately before take off, she gains the ability to travel at supersonic speeds outside of combat and gains the stamina to take advantage of her range.

At Mach 1.5, her maximum air speed, the Combined Fleet Gunner can reach anywhere in Japan in an hour or two, and can be anywhere in the world in a day's travel. This enhancement does not affect her tactical speed or maneuverability.

Once per day, the Combined Fleet Gunner may touch a willing creature no more than one size category larger than herself to gain the ability to carry this person as a passenger at supersonic speeds. Her passenger is protected from suffocation, cold and wind injuries by a magical aura, so long as he clings tightly to the airplane-girl. This enhancement lasts for the duration of a single journey.

Track (EX)

The Combined Fleet Gunner adds half her Ranger level (currently +2) on Survival skill checks to follow tracks.

Roleplaying

The Combined Fleet Gunner is one of the highly trained and exuberantly patriotic warrior androids assembled by the Japanese Self Defense Force and quartered at the sprawling air base at Misawa, Japan. She is a proud member of an Assault Witch *sentai*, and uses a combination of Tantric martial arts training and arcane cyber-systems to take to the air with the speed and agility of a next-gen joint strike fighter.

Combined Fleet Gunners, like this one here, are assigned to anti-supernatural warfare duties, and see it as their duty to protect their nation and its citizens from supernatural evil. This particular CF Gunner was an accomplished special forces troop before being accepted into the Assault Witch program, and thus is a lot more pragmatic, a lot more comfortable in the wilderness, and a lot more willing to get her hands dirty than the typical POETICA.

She's a lovely and imposing sight in her immaculate Combined Fleet duty uniform. Twin cannons adorn each forearm, while high tech polymer composite armor plating protects the bio-jet systems she transforms her legs into when she fights. She carries twin wakizashi slung low on her hips, heirloom weapons bought at auction that once belonged to Japanese Imperial army officers of some renown. She's as proud of the swords as she is every facet of her heritage and history.

Connoisseur of Woman Flesh - CR 12

Small LE Outsider (devil, evil, extraplanar, lawful)
XP 19,200
Init +2 **Senses** Darkvision 90 ft, See in Darkness, Scent, Perception +4
Languages Celestial, Chinese (Mandarin), Draconic, Infernal, Japanese, Tagalog, *telepathy* 100 ft

Defense
AC 25 **Touch** 21 **Flatfooted** 21 (+1 size, +6 DEX, +4 armor, +4 luck)
HP 16d10 + 48 hp (136 HP)
FORT +8 **REF** +16 **WILL** +14
Defensive Abilities Improved Evasion
Immune Fire, Poison
Resist Acid 10, Cold 10
Vulnerable Pleasure

Offense

Spd 25 ft, Fly 75 ft (good)

Melee +24 filleting bite (1d4-2 slashing plus +1d6 pleasure and filleting, 20/x4) and +34 playful nip (1d4-2 slashing, no critical)

Spell-Like Abilities

(CL 16th Concentration +20)

At Will - Knock (see text)

- Gaseous Form
- Scrying (see text)
- Teleport Without Error (see text)

1x/week – Plane Shift

- Summon (16th level, 1d3 Eyrines 45%, or 1 Connoisseur of Woman Flesh 20%, or 1 Pit Fiend 10%)

Statistics

Str 7 **Dex** 23 **Con** 16 **Int** 15 **Wis** 19 **Cha** 19

Base Atk +16 **CMB** +13

CMD 29

Feats Childlike, Combat Reflexes, Dodge, Go Unnoticed, Lunge, Mobility, Skill Focus (stealth), Super Kawaii, Weapon Finesse

Skills Bluff +23, Diplomacy +23, Disable Device +25, Fly +29, Intimidate +23, Knowledge (art, arcana, the planes) all at +13, Profession (chef) +23, Stealth +35

Gear +3 creeping school uniform

Ecology

Environment extraplanar (The Black Else) and urban areas throughout Asia

Organization always solitary

Treasure standard

Special Abilities

Filleting Bite (SU)

The Connoisseur's mouth is small, but her teeth are very sharp, and she knows how to sink her tiny incisors into the quivering, delicious flesh of a woman, whether cooked and elegantly presented or raw and still struggling.

On a successful critical hit against a female target of size Huge or smaller (assuming the target's genitals are reachable by the Connoisseur) the Connoisseur's filleting bite severs portions of the victim's intimate anatomy- the 'fillet' of a woman- her labia and clitoris, so beloved by cannibals. The victim suffers 2d6 ongoing Bleed damage, permanently loses the ability to use sexually oriented feats and powers, or to have or enjoy vaginal intercourse. This ability is permanent unless the victim is healed by a *heal, greater restoration, regenerate* effect or similar spell.

The Connoisseur recovers 1d8 HP per point of her victim's CHA modifier when she damages her genitals via a Filleting Bite. Excess HP are gained as temporary HP, which last for an hour. The Connoisseur cannot gain more temporary HP than her full normal HP total by this method.

The Filleting Bite has no special effect, beyond additional damage, if used against a male victim.

"Invited to the Feast" (SP)

The Connoisseur may use her teleport without error spell like ability to travel to any location in the Earth Realm where at least one creature is consuming the flesh of a sentient creature, or such a meal has occurred within the previous hour. For as long as the cannibal feast

continues, and for one hour thereafter, the Connoisseur may use her *knock* spell like ability on all doors and windows in the structure where the cannibal feast has taken place.

The Connoisseur is aware of any cannibal meal being conducted anywhere on the Earth Realm, and may *scry* on such a location at will, for as long as the meal continues and for up to one hour after the meal is finished.

Playful Nip (EX)

The Connoisseur may make a Playful Nip attack against an adjacent creature as a swift action, with a +10 profane bonus on the attack roll. The Playful Nip cannot score a critical hit. The Connoisseur receives a +10 profane bonus on Intimidate checks made against creatures she has Playfully Nipped within the previous minute.

Unreliable Summons (SP)

The Connoisseur's summoning abilities are immature and somewhat unreliable. She cannot count on the aid of elder demons. If she successfully summons a Pit Fiend using her Summon ability, when the current encounter ends, she must sexually submit to its wishes for at least 24 hours. Doing so is an agonizing process for the young demoness, and reduces her current HP to 1 and her maximum HP total by 4d6 when the sexual act is complete.

Roleplaying

Connoisseurs of Woman Flesh are the spoiled princesses of the Black Else, the privileged and playful daughters of elder oni lords. They can easily slip between realities and enter the Earth Realm, abandoning their chaperones and sampling the dark delights the Earth Realm has to offer. They are physically weak (by devil standards) and relatively poor combatants, however their fangs are lethally sharp, beautiful little scalpels shaped like a girl-child's pearly teeth.

Connoisseurs are a rarely welcome presence at Black Tokyo's cannibal meals. They appear without invitation or warning, anywhere woman-meat is being served, at their whim. The girl-devils courtesy prettily in their lacy, black skirts, and seat themselves at the table. They demand the choicest cuts of woman flesh, taking a butchered woman's flame-kissed clitoris as their due. If their demands are met, and their plates and wine glasses efficiently and politely refilled, they are themselves polite, if terrifying dinner guests. Those dining on woman flesh must endure the Connoisseur's playful nips (tasting the flavor of her fellow diners), but if all goes well the Connoisseur will eat until she is full, and share pleasant and terrifying accounts of the Black Else's diversions. She will sit, and eat, and talk chipperly about the politics of Hell.

The Amakaze have a standing order that if a Connoisseur appears at one of their organizational banquets, she is to be treated as an honored guest. As a result, many Amakaze are on good terms with these pre-teen devils, and are able to gather more usable intelligence about daily life in Hell than older, more mature demons would willingly share.

Corpse Gallows - CR 14

Huge NE Undead
XP 38,400
Init +0 **Senses** Darkvision 90 ft, Perception +2
Languages Japanese

Defense
AC 18* **Touch** 8* **Flatfooted** 18* (-2 size, +10 natural, up to +6 deflection*)
HP 20d8 + 20 hp (110 HP)
FORT +6 **REF** +6 **WILL** +14
Immune undead immunities
Weaknesses resurrection vulnerability

Offense
Spd 40 ft
Melee +23/+18/+13 Strangling Nooses (2d6+10 slashing, 20/x2 plus grab and suffocation)

OR up to three +23 slams (1d10+10 bludgeoning, 20/x2, plus frightened 1d4 minutes, WILL DC 20 negates)
Special Attacks Constrict (2d6+10 slashing)
Special Qualities freeze (a macabre wooden gallows in a still corner of the forest)

Statistics
Str 30 **Dex** 11 **Con - Int - Wis** 15 **Cha** 13
Base Atk +15 **CMB** +27 (+32 grapple) **CMD** 37 (cannot be tripped)

Ecology
Environment cold and temperate forest (very common throughout Aokigahara Forest, in Yamanashi Prefecture)
Organization always solitary
Treasure standard (possessions of past victims, scattered throughout the forest)

Special Abilities

Corpse Armor (EX)

Each Corpse Slam attack currently possessed by the Corpse Gallows provides the monster with a cumulative +2 deflection bonus to Armor Class (maximum +6 bonus). The armor class presented in the stat block above assumes no Corpse Armor is present.

Corpse Consumption (SU)

A Corpse Gallows that kills a creature with its Strangling Noose special ability can choose to consume the victims body as a free action at any time. When the Corpse Gallows consumes a corpse, it regains a number of HP equal to the victim's CON score. Consumed creatures cannot be *raised* or *resurrected* by any effect short of a *wish* or *miracle* spell until the Corpse Gallows is destroyed.

Once a corpse is consumed, the Corpse Gallows loses one Corpse Slam and regains one Strangling Noose attack. The creature also loses the Deflection bonus to AC granted by that corpse.

Corpse Slam (SU)

If the Corpse Gallows succeeds in killing a creature with one of its Strangling Nooses, it replaces one Strangling Noose attack with a slam attack.

These slam attacks are always made at the Corpse Gallow's highest base attack bonus, and inflict 1d10+10 bludgeoning damage (20/x2). These slams have a 30 ft maximum range, and like the Strangling Noose, the monster can also attack adjacent squares.

Any creature within 60 ft who sees a Corpse Gallows use humanoid remains in such a horrific manner must succeed at a DC 20 WILL Save or become *frightened* for 1d4 rounds; *frightened* creatures become *panicked* instead. Creatures who successfully save are immune to that Corpse Gallow's fear effect for 24 hours.

Resurrection Vulnerability (SU)
A *raise dead* or similar spell cast on the Corpse Gallows destroys it (WILL negates). Using the spell in this way does not require a material component.

Strangling Nooses (SU)
Each of the Corpse Gallows three swaying hemp nooses can be used as a melee attack with up to a 30 ft maximum reach, though the Corpse Gallows can easily threaten adjacent areas as well. The Corpse Gallows does not gain the grappled condition when it uses its Strangling Nooses to grapple or pin an opponent.

A creature successfully grappled by the Strangling Noose immediately begins to suffocate and will die in three rounds unless freed.

Roleplaying
Many victims have kicked their lives away on this old, weather-beaten wooden gallows. There's no trap door for a drop, instead the nooses are pulled taut with a simple pulley system, and the urine and feces spilled by the dying have stained the floorboards in discolored, cocentric rings of wood rot. When it is still, it looks like a forgotten execution device from old Japan, abandoned in the forest. When it animates, it is viper-fast and utterly remorseless.

The Corpse Gallows is a kind of undead horror especially common in the "Black Sea of Trees" at the base of Mount Fuji. It mindlessly preys on those mortals who have come to the forest to commit suicide (or those rare few girls who have come to Aokigahara Forest to undergo the death-ritual that will transform them into Goryohime).

Goryohime hate and fear Corpse Gallows, because the living nooses have slain many girls who might have otherwise risen as their sisters, and because the Corpse Gallows is powerful enough to slaughter even a well-trained young Goryhohime. The Hanging Academy's teachers have declared large portions of the forest, where Corpse Gallows are said to hunt, off limits to their charges.

Corrupted Marine - CR 3

Medium CE Monstrous Humanoid
XP 800
Init +1 **Senses** Darkvision 60 ft, Perception +9

Languages Abyssal, English, Japanese

Defense
AC 17 **Touch** 11 **Flatfooted** 16 (+1 DEX, +6 armor)
HP 5d10 + 10 hp (38 HP)
FORT +6 **REF** +5 **WILL** +2
Weakness Channel Vulnerability

Offense
Spd 40 ft
Melee +9 phallic spear (1d8+2 piercing, 19-20/x2, 20 ft reach)
Ranged +6 Browning BPS shotgun (2d10 ballistic, 20/x2, 30 ft range increment, single shot, 5 internal)

Statistics
Str 19 **Dex** 13 **Con** 14 **Int** 11 **Wis** 12 **Cha** 8
Base Atk +5 **CMB** +19 (+21 against women)
CMD 32
Feats Advanced Firearms Proficiency, Armor Proficiency (light, medium, heavy), Cleave, Deadly Aim, Personal Firearms Proficiency, Phallic Spear Technique, Power Attack
Skills Climb +13, Disable Device +5, Stealth +9, Perception +9
Gear Browning BPS, 24 shells, tactical vest

Ecology
Environment any (usually lurking near Camp Fulgrim, in Okinawa, Japan)
Organization solitary or pair
Treasure standard (including gear)

Special Abilities
Channel Vulnerability (EX)
Though a Monstrous Humanoid, the Corrupted Marine may be harmed by channeled positive energy as if he were undead.

Rapist (EX)

The Corrupted Marine is driven by the *Shogun's* possession to rape, beat, murder and brutalize women. The creature has committed at least 1d4+1 rapes when first encountered, for the purpose of weapons with the Eyrines quality. The Corrupted Marine receives a +2 morale bonus on CMB against female targets.

Phallic Spear Technique (SU)

As a move equivalent action that provokes attacks of opportunity, the Corrupted Marine may transform his penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 20 ft. The phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

The flexible, muscular combat penis grants him a +2 bonus to CMB checks Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1, 14 HP.

If the Phallic Spear is severed, the Corrupted Marine loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until the Corrupted Marine receives any amount of magical healing or a DC 15 Heal check.

Roleplaying

Once upon a time, he was a law abiding man. Possibly even a good one. He was a United States Marine, with all that implies. Than he accepted a tour of duty in Okinawa and something ancient and powerful and evil beyond imagination corrupted him. Perhaps the *Revered Shogun*, a bound spirit of rape and atrocity trapped beneath the USMC barracks on Okinawa, found hidden lusts already inside the Marine and evolved fantasy into obsession into atrocity. Perhaps the evil is purely the *Shogun's*. But whatever the truth, the good man the Marine once was is gone, and in his place is a monster.

The Corrupted Marine can still pass for the man whose face adorns wanted posters in MP stations across Southern Japan at night, out on the streets or in the subways. But the possession by the *Revered Shogun* has riddled his body like cancer. The Corrupted Marine's skin is sallow and covered in weeping sores; his eyes have twisted into a grim parody of an epicanthic fold, regardless of what race he was when he was fully human. His penis has elongated to unnatural length, and squirms and writhes within his trousers. The Corrupted Marine protects himself with an entry gun and tactical vest stolen from Camp Fulgrim's armory.

Dakiniten Intern - CR 1/2

Medium CG Outsider (good, kitsune, native) noble Dedicated Hero 1
XP 200
Init +1 **Senses** lowlight vision, Darkvision 30 ft in fox form, Perception +2 (+7 in fox form)
Languages English, Japanese

Defense
AC 13 **Touch** 13 **Flatfooted** 11 (+1 class, +2 DEX)
HP 1d6-1 hp (5 HP)
FORT +0 **REF** +2 **WILL** +1

Offense
Spd 30 ft
Melee -2 unarmed strike (1d3-2 nonlethal, 20/x2)
Special Qualities Amagitsune, Empathy, Fox Skills, Liver of Immortality

Statistics
Str 7 **Dex** 15 **Con** 9 **Int** 16 **Wis** 13 **Cha** 15
Base Atk +0 **CMB** -2 **CMD** 10
Feats Skill Focus (diplomacy)
Skills Diplomacy +8 (+13 in court), Bluff +8, Climb +6,Computer Use +6, Knowledge (civics, current events, history, religion) all at +6 (civics at +11 thanks to magic item)
Gear Dakiniten Staff Tie, cellphone, laptop computer & briefcase

Ecology
Environment any urban
Organization solitary or pair
Treasure non-standard (including combat gear)

Special Abilities

Amagitsune (SU)

The Dakiniten Intern is a fox of heaven, divinely sanctioned to protect mankind and bedevil *oni*-kind. Kitsune of this kind are marked by golden fur and gleaming eyes. Her type changes to Outsider, with the native and good subtypes. As a native Outsider, she can be *raised* or *resurrected* normally.

Three times per day, as a free action, the Dakiniten Intern can force a non-good Outsider within 30 ft to re-roll any single d20 roll and accept the worse of the two results.

Cherry Blossom Cunning (SP)

By meditating and centering her mind, the Dakiniten Intern can display incredible intelligence and cunning. Once per day, she can enter a meditative trance lasting one minute, after which the Intern receives a +2 enhancement bonus to her Intelligence score per four character levels (maximum +10 enhancement bonus). This enhancement bonus lasts for one hour, and functions otherwise identically to the *fox's cunning* spell.

Empathy (EX)

The Dakiniten Intern has a knack for being sensitive to the feelings and thoughts of others. She receives a bonus equal to her Dedicated Hero level (+1) on checks involving social interaction (Bluff, Diplomacy, Handle Animal, Intimidate, Perform and Sense Motive) provided she spends at least one minute observing her target before making the skill check.

Dakiniten Staff Tie (SU)

While worn by a Kitsune in human form, the Dakiniten Staff Tie provides a +5 competence bonus on Diplomacy checks made in a court of law or other formal, legal situation, and a +5 competence bonus on Knowledge (civics) checks.

While worn by a Kitsune in fox form, the Dakiniten Staff Tie sharpens her senses, providing her Darkvision 30 ft, as well as a +4 competence bonus on Perception checks.

Divided Loyalties (EX)

Dakiniten Interns are forced to balance the interests of their families and their own careers with their duty as rulers and their loyalty to the Imperial family. Their mental conflict has weakened the Intern's will; she suffers a -1 template penalty on WILL Saves per four character levels.

Four Footed Trickster (SP)

Standard Kitsune ability, as described in the Enigma Clan Fox write-up.

Graceful Diplomacy (EX)

When making any Diplomacy check, the Dakiniten Intern rolls 2D20 and takes the best result.

If the Dakiniten Intern rolls 19-20 on both checks, her grace and nobility so impresses the check's target, and all those in attendance that the target's attitude is immediately adjusted upward by two categories, and all NPCs in attendance who can clearly see and hear the negotiations have their attitude adjusted upward by one category.

Unready for Violence (EX)

The Dkiniten Intern suffers a penalty on Inititative checks in combat equal to her ranks in Diplomacy.

Roleplaying

The Dakiniten Intern is an oddity among foxes. She is more serious minded than most, but like all good Kitsune she feels compared to protect the weak and helpless. Unlike most, she fights in court and knows Japanese, American and international law inside and out. The Dakiniten Intern is not a fighter- she is a petite Japanese girl in her early 20s with arms like sticks. She has no mass and never learned the instinct to throw a punch- even in fox form, she prefers to run, rather than bite.

She's volunteered at the Dakiniten Legal Assistance Clinic since she was in high school, and is one of the more experienced young lawyers on staff. Her bright red necktie, worn in both bipedal and fox form is a symbol of her dedication- a gift from one of the senior investigators after she freed her first wrongly accused prisoner.

Daibutsu Guardian - CR 14

LG Gargantuan Construct
XP 38,400
Init -2 **Senses** Darkvision 60 ft, Perception +1

Languages understands Celestial, Japanese
Aura Holy Light (60 ft bright illumination, daylight, non-good Fey, Outsiders and Undead suffer 4d6 fire/holy damage per round, WILL DC 21 half)

Defense
AC 24 **Touch** 4 **Flatfooted** 24 (-4 size, -2 DEX, +20 natural)
HP 19d10+60 hp (165 HP)
Damage Reduction 15/adamantine
FORT +6 **REF** +4 **WILL** +7
Immune construct immunities, magic

Offense
Spd 30 ft
Melee two slams +23 (2d10+15 bludgeoning, 19-20/x2 plus disruption)

Spell-Like Abilities
(CL 19th Concentration +20)
When Destroyed – Undeath To Death (DC 16)

Statistics
Str 30 **Dex** 6 **Con - Int** 10 **Wis** 12 **Cha** 10
Base Atk +19 **CMB** +33 **CMD** 41

Ecology
Environment any land (usually within the center of a Buddhist temple complex at least 200 years old)
Organization solitary or accompanied by temple monks and assorted good Outsiders
Treasure standard

Special Abilities

Disrupting Slam (SU)
The Daibutsu Guardian's slam attacks have the Disruption property. Undead struck by the slam must succeed at a DC 14 WILL Save or be destroyed.

Holy Light (SU)
The Daibutsu Guardian radiates an aura of intense light 60 ft, which is considered to be

natural daylight to creatures vulnerable to daylight. This aura cannot be suppressed. Any non-good Fey, Outsider or Undead that comes within 60 ft of the Daibutsu Guardian suffers 4d6 damage per round of exposure (WILL DC 21 half). Half this damage is fire, half is holy damage, not subject to energy resistance or immunity.

Immunity to Magic (EX)

The Daibutsu Guardian is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- Magical effects with the death descriptor suppress the Daibutsu Guardian's disrupting slam ability for 1d4 rounds, regardless of spell level.

- Magic effects with the light descriptor heals the Daibutsu Guardian for 1 point of damage per spell level. For one minute after being so healed, the Daibutsu Guardian's aura has its save DC increased by +2.

- Magical effects with the good descriptor cause the Diabutsu Guardian to take no offensive action for one round per spell level. The Daibutsu Guardian will rarely reinitiate hostilities against good spellcasters. If the Daibutsu Guardian or those it protects are attacked, this effect ends.

Undeath to Death (SP)

When the Daibutsu Guardian is destroyed, its remains erupt in a storm of golden light that acts as Undeath to Death, cast by a 19th level cleric.

Powerful Blows (EX)

A Daibutsu Guardian inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Roleplaying

Named for the great bronze Buddha statute at the Kotukuin Temple in Kamakura, Japan, similarly massive constructs guard great Buddhist temples throughout Black Japan. These enormous statues are bronze, dulled by enormous age, representing the Buddha sitting serenely in a lotus position. To the thousands of tourists and pilgrims that come to pay homage to the great icon, it is only an enormous sculpture. However, if the temple is threatened, the Daibutsu Guardian lumbers to its feet, to defend the holy place and the good people taking refuge therein.

Similar Creatures

The Chusan-Ji Temple in the city of Hiraizumi, in the Iwate Prefecture is protected by an especially impressive Daibutsu Guardian clad in gold foil. This specific guardian is Size Colossal, and has 32 HD. The Chusan-Ji Guardian is CR 20.

Construction

A Diabutsu Guardian can be constructed from several tons of bronze, gold and stone, and anointed with holy herbs and mystic unguents worth at least 20,000 gp/DC 28.

Daibutsu Guardian
CL 19th **Price** 120,000 gp (DC 34)
Construction
Requirements Craft Construct, *flame strike, heal, geas/quest, polymorph any object, undeath to death*
Skill Craft (sculpture) and Knowledge (religion) DC 21 **Cost** 60,000 gp (DC 32)

Devil Vigilante - CR 13

Medium CN Half Orc Barbarian 1, Rogue 1, Hentai Hero 12
XP 25,600
Init +2 **Senses** Darkvision 60 ft, Perception +11
Languages Abyssal, Japanese

Defense
AC 17 **Touch** 17 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 class)
HP 1d12 + 13d8 + 42 hp (113 HP)
FORT +12 **REF** +12**WILL** +5
Defensive Abilities Ferocity, Trapfinding
Weaknesses Repelled by Faith (see text)

Offense
Spd 40 ft Flight 80 ft (average)
Melee +16/+11 wounding, outsider bane devil claws (1d6+2 slashing, 10 ft reach, 20/x2)
Sneak Attack +1d6

Statistics
Str 19 **Dex** 15 **Con** 15 **Int** 11 **Wis** 12 **Cha** 11
Base Atk +10 **CMB** +14 **CMD** 26
Feats Dodge, Extra Rage, Fly-By Attack, Greater Sunder, Hentai Hero Plus, Improved Initiative, Improved Sunder, Mobility, Power Attack, Toughness
Skills Acrobatics +6, Fly +16, Intimidate +17, Knowledge (dungeoneering) +7, Knowledge (local) +7, Perception +11, Stealth +12
Hentai Hero Talents Devil Claws II, Devil Claws I, Devil Claws Plus (x2), Wounding Claws, Devil Guts II, Devil Guts I, Cannibalistic Regeneration
Gear necklace of *protection from evil*

Ecology
Environment any urban (Japan)
Organization always solitary- always
Treasure standard (including gear)

Special Abilities

Cannibalistic Regeneration (SU)

The Devil Vigilante is filled with a surge of pleasure and adrenaline when he slays an Outsider or Undead creature with a challenge rating at least equal to his own. By reducing such a target to 0 HP or fewer, the Devil Vigilante regains 20 HP; this healing cannot raise the Devil Vigilante's HP past its full normal total.

Devil Claws (SU)

As a free action, the Devil Vigilante can transform his hands into natural weapons. While transformed into Devil Claws, the character cannot use his hands to manipulate objects or carry weapons. Returning his hands to their normal shape is a move-equivalent action. Devil Claws are considered *outsider bane, wounding* weapons, as well as magic weapons for the purpose of overcoming damage reduction.

Devil Guts (SU)

The Devil Vigilante has a cannibalistic hunger for the flesh of oni, which drives him to stalk and kill Outsiders and corporeal Undead. By consuming at least a pound of flesh and blood from an Outsider or corporeal Undead slain within the previous hour, the Devil Vigilante heals his injuries and salves his wounds.

Consuming the flesh of an Outsider or Undead in this manner is a full round action which provokes attacks of opportunity. Once an victim's flesh is consumed, the Devil Vigilante receives one of the following benefits, chosen by the character at the time of consumption.

- Instantly recover a number of Hit Points equal to 2x the Outsider or Undead's Hit Dice.
- Receive the benefit of a Nullify Poison spell, as cast by a 10th level cleric
- Receive the benefit of a Remove Disease spell, as cast by a 10th level cleric
- Receive the benefit of a Remove Curse spell, as cast by a 10th level cleric
- Receive the benefit of a Lesser Restoration Spell, as cast by a 10th level cleric
- Receive the benefits of an Atonement spell, but only if consuming a good Outsider or Undead creature.

Rage (EX)

The Devil Vigilante can rage for up to twelve (12) rounds per day.

While raging the Devil Vigilante gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (28 HP), but these disappear when the rage ends and are not lost first like temporary HP. The Devil Vigilante cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

The Devil Vigilante can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

Repelled by Faith (SU)

The Devil Vigilante cannot bring himself to harm those of great fait- even vile faiths. The Devil Vigilante suffers a penalty on ranged and melee attack rolls (though not area effect attacks) against a target equal to that target's ranks in Knowledge (religion), if any.

Roleplaying

He never knew his parents, but knew his father was a monster, both literally and figuratively. A father who crawled from some blood-soaked abattoir of the Tatakama and left him with nothing except a face full of ugly, a soul black with rage and a cock that hardened too easily at the thought of raping something beautiful to death. Somehow, he beat down those urges, suppressed them, controlled them behind a mask of steely self discipline and purpose.

The Devil Vigilante takes the sky after the sun sets over Akihabara, a batwinged shadow on the smog-hidden moon. He protects ordinary humans, even though he doesn't really like them, and can't really understand their mundane, pathetic little lives. He'll tear a rampaging *oni* or prowling ghoul limb from limb because giving voice to the fury in his blood feels good and makes him feel at least a little bit heroic, a little less like a monster. If doing so saves some drunken salariman, so be it. If there's collateral damage, so be that, too.

The Devil Vigilante is a possibly mixed-race, fiercely ugly Japanese man with a burly laborer's physique. Cheap tattoos and scars cover his burly arms and chest and he dresses in thrift store left-overs and steel toe workboots, unconcerned with fashion. When he invokes his demonic power, his clothing shreds, and his musculature grows even more pronounced, shredding his clothing. His orc-like cock stands proudly erect, his legs twist into something gargoyle like and enormous batlike wings grow from his clavicles, their ebony wingspan stretching nearly 30 ft. His face becomes even more hateful, more predatory when he hunts.

The Dofuku - CR 15

Medium LE Undead (Goryohime)
XP 51,200
Init +7 **Senses** Darkvision 90 ft, lowlight vision, Perception +17
Languages Abyssal, Infernal, Japanese

Defense
AC 22 **Touch** 14 **Flatfooted** 18 (+3 DEX,+1 dodge, +8 natural)
HP 22d8+ 110hp (209 HP)
Fast Healing 3
FORT +7 **REF** +10 **WILL** +16
Immune undead immunities
Channel Resistance +8
Vulnerable Fire

Offense
Spd 40 ft
Melee two +18 vorpal whips (1d6+1 slashing, 19-20/x2, 15 ft reach plus emasculation)
Special Attacks Black Smoke Kiss Breath Weapon (cloudkill, F-DC 20, 15 ft cone, every 1d4 rounds or when struck with a critical hit), Vorpal Rend (two whips 1d6+1 slashing, 15-20/x2, 15 ft reach plus emasculation)
Spell-Like Abilities
(CL 11th Concentration +16)
3x/day – Haste
- True Strike
1x/day – Greater Invisibility

Statistics
Str 12 **Dex** 17 **Con - Int** 13 **Wis** 16 **Cha** 21
Base Atk +16 **CMB** +19 **CMD** +36
Feats Agile Maneuvers, Combat Reflexes, Critical Focus, Defensive Combat Training, Dodge, Improved Critical (whip), Improved Initiative, Mobility, Spring Attack, Stand Still, Vaginal Prison, Weapon Finesse
Skills 110skills Bluff +30, Diplomacy +30, Intimidate +30, Knowledge (arcana, local) both at +15, Perception +17, Perform (sing) +11
Gear an archaic kimono

Ecology
Environment any urban (Japan)
Organization sometimes accompanied by several Amakaze and Kanedama servants, always accompanied by 2d4 Rokurokubi
Treasure double standard (in lair)

Special Abilities

Black Smoke Kiss (SP)

The Dofuku can use an effect similar to Cloudkill as a breath weapon. This functions as the spell (FORT DC 20) save that it affects all targets in a 15 ft cone. The Dofuku can use her breath weapon every 1d4 rounds, or may use her Black Smoke Kiss as a swift action against any creature who successfully confirms a critical hit against her.

Emasculation (SU)

The Dofuku can shape her long, ebony hair into a pair of **+3 vorpal whips**. She has 15 ft reach with these weapons, and may attack adjacent opponents with her whips.

Any male humanoid or monstrous humanoid damaged by her whips must succeed at a DC 26 FORT Save or have their genitals severed by the lash. The victim suffers 1d4 points of ongoing CON bleed per round, and is *nauseated.* The character permanently loses access to all Hentai feats with male gender as prerequisite; the permanent damage can only be restored with *regeneration* or similar magic. This save is Charisma based.

Goryohime Blood (EX)

The Dofuku is considered a Goryohime for all effects related to race.

Lightning Stance (EX)

If the Dofuku takes two actions to move or a withdraw action in a turn, she gains 50% concealment for one round.

Vaginal Prison (SU)

The Dofuku's vulva is an inescapable maw, capable of consuming her lovers whole when she finally tires of them.

Up to six times per day, The Dofuku can transform her vagina into a tessarect space-fold. If she has successfully pinned a foe her own size or smaller, she may elect to make a second CMB check, as though attempting to pin the opponent once again. If the check is successful, the Dofuku's vagina warps and stretches to impossible proportions, swelling her opponent whole.

Once swallowed, the victim is shunted into a non-dimensional space within her body. While swallowed, the victim is considered grappled, but The Dofuku is not. In addition, the victim suffers 1d4 points of bludgeoning damage plus 1d8 points of additional acid damage per round.

The victim cannot break free through physical effort, but may escape by casting any form of teleportation or dimensional travel magic, or by succeeding on a DC 15 WILL save. A freed creature reappears prone and adjacent to the Dofuku, in a random open square.

The Dofuku can trap a victim in her vaginal prison for up to 22 rounds. If the victim dies while swallowed, he or she is consumed completely, along with all non magical gear. If the victim is still alive when this enhancement ends, or if the victim breaks free with a successful WILL Save, the Dofuku suffers 5d6 points of damage (FORT DC 18 half). She may choose to birth a swallowed creature at any time; any magical items swallowed can be vomited up at will also.

Vorpal Rend (EX)

If the Dofuku hits the same target with both whip attacks, she may make a vorpal rend

against the target. This powerful attack has an extraordinarily high critical threat range.

Roleplaying

The Dofuku was once a mortal woman named Sada Abe, who murdered her lover, severed his penis and kept it as a trophy. Her crimes- her madness- made her infamous in Japan, just before the War. Nothing else about Sada Abe was noteworthy- she was a failed geisha, a sometimes prostitute, and fundamentally empty. As a girl, she had felt the Noose Dreams, but circumstance prevented her from acting on them. By the time she was a woman, her dreams of ritual suicide had rotted away into homicidal ideation. When she finally acted on them, she became a dark celebrity, and was supposed to be imprisoned for a decade, but was paroled shortly after the end of WWII.

Sada Abe returned to an anonymous life, waitressing at a café in Tokyo- the same ground where the Ghost Geisha corporate offices now stand. Her mortal body failed sometime in the mid-1970s, and she rose again. She became the creature she should have been as a child- she became an undead, beautiful and lethal as a drawn blade. She was not quite Goryohime though- she was something more dangerous and powerful.

Her sanity is questionable, though unlike many of the Akaname, her long term plans do not actively harm humanity. Her purpose seems to be the creation and patronage of new Goryohime. Her Ghost Geisha Café chain seduces especially strong-souled, young mortal girls into undeath and less strong mortals into true death. New Goryohime emerge regularly, in connection with Ghost Geisha, and other of The Dofuku's interests. The Dofuku's money partially funds **Corpse Angels**, and **Miidera's** sprightly yet dark J-pop plays over the speakers of each and every Ghost Geisha Café.

Some Goryohime are lucky enough to consider the Dofuku a patron- she is generous with money, and with resources. Her restaurant chain is the Hanging Academy's primary corporate donor- the ancient school's fortunes have risen appreciably since Sada Abe's mortal death in the 1970s. It was her money that modernized the school's facilities and installed the very first computer lab. Her patronage is not without a price though. Students who earn the Dofuku's favor find the ties that bound them to their former, mortal lives rapidly severed. Accidents, random street crime, the predation of supernatural horrors with absolutely no connection at all to the Akaname take the lives of their former families, until all that is left is the exclusive company of the undead. Such tragedies make the Goryohime race as a whole stronger, and The Dofuku will do anything to ensure such strength.

Appearance

The Dofuku maintains a seemingly mundane human shell. She resembles the woman she was in life, and dresses in an anachronistic kimono, still wearing the fashions of the late 1940s and early 1950s. In her human guise, she is a pretty, but somewhat forgettable Japanese woman who might be 20, 30 or forty just as easily.

When enraged or embattled, the Dofuku becomes a ghostly, unquiet spirit. Her skin becomes hard and grey, like the leathery flesh of a mummy. The color leaches from her archaic kimono and its fabric becomes grey and moth-eaten. Her neatly coifed black hair becomes as dark and fluid as an oil-slick, and endless sea of living ebony. Strands of her hair lash out instinctively, slicing apart her surroundings in her rage. The sounds of snapping and whipping industrial cables follows her everywhere. As an undead, her eyes glow with colorless ivory light. She smells of dust and dry rot in this shape.

Doll Maker Ooze - CR 13

Huge N Ooze
XP 25,600
Init -3 **Senses** Blindsense 60 ft, Perception -5
Languages none

Defense
AC 5 **Touch** 5 **Flatfooted** 5 (-2 size, -3 DEX)
HP 19d8 + 190 hp (275 HP)
FORT +14 **REF** +1 **WILL** -1
Immune ooze traits, Acid, Pleasure
Resist Cold 15

Offense
Spd 30 ft Swim 60 ft
Melee two +16 slams (1d6+9 bludgeoning plus 1d6 acid and 2d8 pleasure, 20/x2)

Statistics
Str 28 **Dex** 5 **Con** 30 **Int - Wis** 1 **Cha** 1
Base Atk +9 **CMB** +20 **CMD** 27 (can't be tripped)

Ecology
Environment any urban or underground
Organization solitary
Treasure none

Special Abilities

Acid (EX)

The Doll Maker Ooze's weak natural acids cannot affect rubber, latex, silicon or plastic. A creature wearing clothing or armor made primarily of these materials, or creatures made from these materials (such as cyborgs and some kinds of robots) receive a +4 circumstance bonus on their WILL Saves to resist the Doll Maker Ooze's pleasure damage.

Doll Making (SU)

If a living creature is slain and engulfed by the Doll Maker Ooze, within 1d4 hours of ingestion, the Doll Maker Ooze completely dissolves its internal organs and transmutes its outer surfaces. After this time passes, the corpse is excreted by the ooze, as an inert, silicon-based carcass similar to a very high-end sex doll that resembles the corpse.

A creature turned into a sex doll by the Doll Maker Ooze cannot easily be *raised* or *resurrected*. *Stone to flesh, restoration* or similar magic must first return the corpse to an organic state before ordinary resurrection magic will function. A corpse transmuted into a sex doll cannot rise as any form of undead spawn; time spent as an inert sex doll does not count against the length of time the creature has been dead for the purpose of resurrection magic.

Engulf (EX)

The Doll Maker Ooze can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The Doll Maker Ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Doll Maker Ooze, but if they do they are not entitled to a saving throw.

Those who do not attempt attacks of opportunity can attempt a DC 26 REF Save to avoid being engulfed. On a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and pleasure, gained the pinned condition, and are in danger of suffocating, and are trapped within its body until they are no longer pinned.

Paralysis (EX)

The Doll Maker Ooze secretes an anesthetizing slime. A target hit by a Doll Maker Ooze's melee or engulf attack must succeed at a DC 27 FORT Save or be paralyzed for 3d6 rounds. The Doll Maker Ooze can automatically engulf a paralyzed opponent.

Preying on the Beautiful (SU)

The Doll Maker Ooze is especially dangerous to the beautiful, those whose corpses will make the most exquisite sexual toys. The Doll Maker Ooze receives a luck bonus on melee attacks equal to its target CHA modifier, and the victim suffers a penalty on their saving throws to resist the Doll Maker Ooze's special abilities equal to their CHA modifier. If the victim has a negative or +0 CHA modifier, they receive no special defense against the Doll Maker Ooze, however.

Roleplaying

Doll Maker Ooze is a viscous golden sludge marked by golden inclusions that sparkle in the light. This translucent golden slime is specially bred by *oni* artisans, particularly those who work in the medium of human flesh. A human consumed by the Doll Maker Ooze dies in utter ecstasy- a small mercy to be sure, but a mercy none-the-less- and their flesh is transformed an inert substance somewhat like silicon or high end latex. As the ooze digests the victims internal workings, chemicals in its bulky mass force the corpse into a state of final, and ultimately seductive arousal. After hours of digestion, the Doll Maker Ooze excretes a valuable, if morbid, end product- a beautiful and seamless sex doll that used to be a living human.

Ecchi Enchanter - CR 3

Medium LN Human Wizard (transmuter) 4
XP 800
Init +0 **Senses** Perception +1
Languages Draconic, English, Infernal, Japanese

Defense

AC 14 **Touch** 12 **Flatfooted** 14 (+ 2 deflection, +2 armor)
HP 4d6 + 4 hp (18 HP)
FORT +2 **REF** +1 **WILL** +5

Offense

Spd 30 ft
Melee +2 unarmed strike (1d4 non-lethal, 20/x2)
Ranged telekinetic fist +2 ranged touch (1d4+2 bludgeoning, 20/x2, 30 ft maximum range, 6x/day)
Ranged +3 taser (1d4+1 electricity, 20/x2, 5 ft range increment, unlimited ammo)
Special Qualities Arcane Bond (taser)
Spellcasting (CL 4th Concentration +7)
2nd level (prepared) Ani-Mate[E], Knock, Make Whole,
1st level (prepared) Magic Missile, Quick Cum (F-DC 14)[E], Reduce Person (F-DC 14), Voyeuristic Kimono[E]

zero level (prepared) inspection ready[E], mending, perfect toilet[E]
[E] = spell described fully in *Enchantments of Black Tokyo*
Spellbook all prepared spells plus 1d6+1 other spells of each level 0-2

Statistics
Str 11 **Dex** 10 **Con** 12 **Int** 16 **Wis** 12 **Cha** 13
Base Atk +2 **CMB** +2 **CMD** 12
Feats Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Items, Scribe Scroll **Skills** Computer Use +11, Craft (electronic, sculpture) both at +11, Heal +3, Knowledge (arcana) +11, Knowledge (pop culture) +11, Repair +5
Gear +1 taser of unlimited ammo (bonded item), ring of protection +2, mwk school uniform, upgraded laptop +5, iPhone, mwk tool kit, 1x cucumber spray[E], 2x potions of cure light wounds, wand of magic missile (20+1d6 charges remaining), subcompact automobile, other misc. gear

Ecology
Environment any urban
Organization solitary (accompanied by Panty Fairy familiar)
Treasure double standard (including gear)

Special Abilities

Arcane Veterinarian (EX)

The Ecchi Enchanter learned street-level veterinary medicine form one of Black Japan's secret vets and runs one of those hidden, unadvertised clinics that care for familiars, summoned eidolons and anthros, both free and slaved. The Ecchi Enchanter receives a +2 bonus on Heal checks made to assist supernatural animals or extremely animal like creatures, such as magical beasts, familiars, animal companions, eidolons, and creatures with the Anthro subtype. He does not suffer a penalty on the check for being a different species than his patient.

Otaku Knowledge (EX)

Once per day, the Ecchi Enchanter, may add half his ranks in Knowledge (pop culture) (currently a +2 bonus) as a bonus on any other Knowledge check.

Roleplaying

He looks like a bleary eyed geek who spent the last three nights trying to level grind his *League of Legends* character without much sleep, but the Ecchi Enchanter is the cornerstone of Black Japan's magical economy. Learning early on about the existence of the supernatural and having no patience for the day-to-day of the

working world, the Ecchi Enchanter lives off the books and by his wits. He survives by accepting commissions to enchant magical items, from occult sex toys for his richer fellow otaku, all the way upto lethal and highly illegal enchanted firearms for mercenaries and adventurers.

He spends most of his time in a tiny apartment with paper thin walls in a neighborhood where rents are cheap, and landlords can easily be persuaded to overlook late charges for the occasional cantrip cast on their behalf. Despite his dwelling's slovenly appearance, it is likely protected by an assortment of clever and deadly arcane traps and supernatural countermeasures. That's not even counting the myriad *kami,* demons and adventurers that owe the Ecchi Enchanter a favor or three….

Enigma Clan Fox - CR 4

Medium N Fey (Kitsune, Shapechanger) ninja Rogue (occult thief) 5
XP 1,200
Init +3 **Senses** lowlight vision, Perception +9
Languages Japanese, Korean, Sylvan

Defense
AC 15 **Touch** 14 **Flatfooted** 11 (+4 DEX, +1 armor)
HP 5d8 hp (27 HP)
FORT +1 **REF** +8 **WILL** +2

Offense
Spd 30 ft
Melee +8 mwk. dagger (1d4+1 slashing or piercing, 19-20/x2)
Ranged +8 mwk. shuriken (1d2 slashing, 20/x2, 10 ft range increment- plus large scorpion venom)
Large Scorpion Venom; Injury Poison, FORT DC 18, 1/round for 6 rounds, 1d2 STR damage, cure: 1 save
Sneak Attack +2d6
Special Qualities Evasion, Fox Skills, Liver of Immortality, Subtle Deception, Void Soul
Spell-Like Abilities (CL 5th Concentration +6)
Constant – Undetectable Alignment
3x/day – Hypnotism
1x/day – Alter Self

Statistics
Str 11 **Dex** 19 **Con** 10 **Int** 13 **Wis** 12 **Cha** 13
Base Atk +3 **CMB** +3 **CMD** 16
Feats Another Tail, Exotic Weapon Proficiency (shuriken), Simple Weapons Proficiency, Weapon Finesse
Skills Acrobatics +11, Bluff +11*, Climb +15, Computer Use +9, Disable Device +9, Knowledge (local) +9, Perception +9, Stealth +11, Use Magic Device +11
*+12 on Bluff and Diplomacy checks made against fellow Kitsune
Gear mwk. thief's tools, lockpick gun, mwk. electronic kit, 10x mwk. shuriken, 2x mwk. daggers, leather armor, 10x doses of Giant Scorpion Venom

Ecology
Environment any urban
Organization usually solitary, sometimes gang (4-6)
Treasure standard (including gear)

Special Abilities

Evasion (EX)

If the Enigma Clan Fox is exposed to any effect that normally allows a character to attempt a Reflex Save for half damage, the Enigma Clan Fox suffers no damage on a successful saving throw. This ability can only be used when the Enigma Clan Fox is wearing light armor or no armor.

Evil Reputation (SU)

If a character discovers the Enigma Clan Fox's true nature as a ninja, the Enigma Clan Fox suffers a -2 penalty on all future Bluff and Diplomacy checks against the character. In addition, supernatural effects and spells caused or cast by the character treat the Enigma Clan

Ninja as if his alignment is evil, regardless of the Ninja's actual alignment.

Four Footed Trickster (SP)

A Kitsune can transform herself into an ordinary fox, or back to humanoid form at will, as if using *Beast Shape I*. Use the statistics for a Dog as a basis for the Kitsune's fox form.

While transformed, the Kitsune's weapons and gear meld into his body, and become useless. Transformation is a full round action which provokes attacks of opportunity.

The Kitsune cannot shift from if observed. It must succeed at a Stealth check to transform if other creatures are within sight while attempting to transform. Failure indicates the Kitsune must remain in her current shape, at least until she can slip away to transform.

Subtle Deception (EX)

When using the Disguise skill to change minor details only, the Enigma Clan Fox receives a +10 bonus on the Disguise check. You are skilled at making minor changes in skin tone, hair style, posture or other minor details that make you appear to be an entirely different person. If this Disguise check result when concealing minor details only exceeds DC 25, the Enigma Clan Fox receives a +2 template bonus on all Bluff checks while so disguised. .

Subtle Way (EX)

Ninja tactics and training emphasize the subtle-poison slipped into a bowl of *sake*, a knife across the jugular while your target sleeps, and other underhanded and effective tactics. For 24 hours after being seen engaging in open combat by any living being not slain during that same combat encounter, the Ninja suffers a -2 template penalty on attack rolls.

Void Soul (SU)

Ninja characters are treated as being under the effects of a permanent *undetectable alignment* effect.

Roleplaying

This handsome, thin-faced Kitsune male dresses in the flashy yet somehow practical style favored by the neo-ninjas of ????'s five, fiercely competitive Enigma Ninja Kitsune clans. He wears well fitted crimson leathers with split toed tabi shoes stealth and grip and hides his bishionen features beneath a blood red scarf. As a promising young Kitsune thief, he's earned a reputation among his clan as an ambitious, highly competent and daring thief and assassin.

This ninja is a master of the old ways- preferring the silence of a poisoned shuriken over the noise and flash of a firearm. The only difference between this fox and his Mejii-period counterparts (or his brothers across the Tatakama) is that he carries a lock-release gun and knows how to hack building security systems.

Occult Thief Rogue Archetype

There's nothing more fun than playing with a shiny new magic item that belonged to somebody else until very recently. Kitsune often become Occult Thieves.

Careful Examination (EX)

At 1st level, the rogue gains a +1 to Use Magic Device checks. This bonus increases by +1 at every even level (minimum 1). This ability replaces trapfinding.

Discerning Eye (SP)

At 2nd level, the rogue gains the ability to use *Detect Magic,* at will, as a sorcerer of his total rogue level. This replaces the rogue talent gained at 2nd level.

Powerful Activation (EX)

At 7th level, the rogue may activate a magic item with an uncanny surge of power. This increases the Use Magic Device check DC by +5 (minimum DC 25). If the item would normally use a charge to perform the function, it instead uses two charges. The activated item functions as if its caster level were two higher.

This ability replaces the sneak attack increase gained at 3rd and 7th rogue levels.

Conservative Use (EX)

At 10th level, the rogue may attempt to activate a charged item without depleting its resources. Doing so requires a Use Magic Device check made as a full round action (minimum DC 20). On a failure, the item does not activate and the action is wasted. On a success, one fewer charge than normal is consumed, for every 5 points the rogue beats the check DC. This ability replaces improved uncanny dodge.

Eto, the Ironpot Oni - CR 6

Large CE Outsider (Ironpot Oni, Native)
Barbarian 6/Summoner 1
XP 2,400
Init +1 **Senses** Darkvision 60 ft, Perception +10

Languages Abyssal, Infernal, Japanese

Defense
AC 14 **Touch** 10 **Flatfooted** 13 (-1 size, +1 DEX, +4 armor)
HP 6d12 + 1d8 + 42 hp (91 HP)
FORT +10 **REF** +3 **WILL** +4
Defensive Abilities Improved Uncanny Dodge, Trapsense +2

Offense
Spd 50 ft
Melee +10/+5 deba bochu (1d6+4 slashing, 17-20/x2)

Spellcasting (CL 1st Concentration +2)
1st Level (2 slots) grease (R-DC 12), protection from good
Zero Level (3 slots) acid splash, daze (W-DC 11), detect magic, resistance
Racial Spell-Like Abilities (CL 10th Concentration +10)
1/three days – Cannibal Feast[E]
[E]= *new spell described fully in Enchantments of Black Tokyo*
Spell-like Abilities
(CL 1st, Concentration +2)
4/day – *Summon Monster* I

Statistics
Str 19 **Dex** 12 **Con** 21 **Int** 11 **Wis** 10 **Cha** 13
Base Atk +6 **CMB** +11 **CMD** 22
Feats Cleave, Power Attack, Skill Focus (profession: chef), Toughness
Skills Intimidate +11, Perception +10, Profession (chef) +10, Survival +10
Gear leather butcher's apron +1 (as leather armor +1), deba bochu, potion of cure moderate wounds, cellphone

Ecology

Environment any urban (owns a butcher's shop in Chiba)
Organization solitary (accompanied by Mothermarrow)
Treasure standard (including combat gear)

Special Abilities

Cannibal Feast (SP)

Once per three days, Eto the Ironpot can cast *Cannibal Feast* as a 10th level Druid, which can affect a corpse of up to size Large. Eto the Ironpot must succeed at a DC 23 Profession (chef) check; if the check is successful, Eto can cast the spell without providing the expensive material components (100 gp/DC 10). If the check fails, Eto can still cast the spell, but is required to provide the expensive material components.

Murder Zen (SU)

For one hour after delivering a deathblow to a creature with a CR at least equal to his own with a manufactured bludgeoning weapon, Eto the Ironpot becomes immune to mind-influencing effects.

Rage (EX)

Eto the Ironpot can rage for up to 19 rounds per day.

While raging Eto gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (14 hp), but these disappear when the rage ends and are not lost first like temporary HP. Eto cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

Eto can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, Eto has access to the following special powers.

- *Lesser Fiend Totem (SU)* While raging, Eto the Ironpot grows a pair of large horns, graining a gore attack.
- *Powerful Blow (EX)* Eto the Ironpot gains a +2 bonus on a single damage roll. This power is used as a sift action before the roll to hit is made. This power can only be used once per rage.
- *Renewed Vigor (EX)* As a standard action, Eto the Ironpot can heal 1d8+6 HP. This power can only be used once per day, and only while raging.

Changes to Eto the Ironpot's Statblock While Raging

AC 12 **Touch** 8 **Flatfooted** 11 (-1 size, +1 DEX, +4 armor, -2 rage effects)
HP 6d12 + 1d8 + 56 hp (105 HP)
FORT +12 **REF** +3 **WILL** +6
Melee +11 gore (1d10+ piercing, 20/x2) and +12/+7 deba bochu (1d6+6 slashing, 17-20/x2)
CMB +13 **CMD** 23

Too Honest (EX)
Eto the Ironpot is *shaken* for 24 hours after making a successful Bluff check, though this does not apply to Bluff checks made to feint in combat.

Eidolon: Mothermarrow

Eto the Ironpot has conjured a fearsome eidolon resembling a goliath white ghost-snake he named Mothermarrow. Mothermarrow's dingy white scales have sloughed off in several places, revealing jagged, broken bones within. It writhes and twines sensuously, and hisses a whispered litany of recipes involving human flesh.

Hit Dice 1d10 + 1 hp (7 HP)
Size Medium **Speed** 20 ft climb 20 ft swim 20 ft
AC 15 (+3 DEX, +2 natural armor)
Senses Darkvision 60 ft, Perception +4
Saves FORT +1 REF +5 WILL +2
Attacks +2 bite (1d8+1 piercing, 10 ft reach), +2 tail slap (1d6+1 bludgeoning)
Ability Scores STR 12 DEX 16 CON 13 INT 7 WIS 10 CHA 11
Skills Intimidate +4, Stealth +7, Perception +4, Swim +13
Feats Combat Reflexes
Special Qualities Life Link, Share Spells
Evolutions Bite, Climb, Improved Damage (bite), Reach (bite), Skilled (swim), Swim, Tail, Tail Slap

Roleplaying

You need to get rid of a corpse, head to Pick the Bones, a dingy butcher's shop in the worst part of Chiba. It serves Tokyo's *oni.* The proprietor is the leonine brawler called Eto the Ironpot, a sullen sadist who makes an excellent living taking his cleaver to cannibal cuisine. Eto the Ironpot collects the bodies of Yakuza killed in street brawls, catgirls gassed to death in TBMS execution facilities and homeless sleeping somewhere they shouldn't. Eto's skill with a cleaver and a chainsaw reduces everything to neatly labeled cuts in one of the display freezers.

Pick the Bones is hidden in a block of rundown and shuttered warehouses near the Chiba Port. A short flight of graffiti covered stairs leads down to a riveted steel door. Behind the steel door are row upon row of display freezers, all clearly illuminated under harsh white fluorescents. At any given time, a dozen demons might be in the shop, carefully selecting their cuts. No one other than Eto himself, and occasionally his Eidolon, **Mothermarrow,** has ever been seen behind the counter. He's all the security the place needs and he doesn't seem to sleep.

Eto accepts 'consignments' of fresh corpses, buying them off mortal assassins and demon princes alike- a visit to Pick the Bones is a good way not only to get rid of an inconvenient corpse, but to make a little profit in the process. Eto only accepts corpses less than 8 hours dead, and refuses to purchase the bodies of boys under 12, or the corpses of Buddhist holymen, for

secret reasons of his own. He can smell the flesh of a Buddhist cleric or priest. He pays between 100 and 400 gp (10,000-40,000 yen) for most other human corpses, significantly more for *kami* or high level spellcasters. Lately the red-skinned oni has been paying a premium for the fresh corpses of destroyed Goryohime- not for their meat, because even pretty undead flesh is barely palatable, but for medical research….

Deba Bocho
Aura strong transmutation **CL** 10th
Slot none **Price** 7,600 gp (DC 25) **Weight** 1 lb

Deba bocho are a type of Japanese kitchen cleaver with a shovel-shaped blade, primarily used to cut the heads off fish. The magical versions of these blades have an even sharper edge.

The Deba Bocho is a **+1 keen, mighty cleaving dagger.** It also provides the owner with a +4 bonus on Profession (chef) checks if he primarily prepares either fish or occult dishes.

Construction
Requirements Craft Magic Arms and Armor, *divine power, keen edge*
Cost 3,900 gp (DC 23)

Variant Racial Trait

Ironpot Oni (SP)
Available To: Ironclub Oni
Replaces: Ironhead Tetsubo, racial skills, racial weapon proficiency

Many Ironclub Oni tribes are proud cannibals, known for their masterpieces of culinary murder. The proprietor of Pick the Bones, in the worst part of Chiba, is an Ironpot, a fact he's immensely proud of.

The Ironpot Oni is a keen hunter and expert butcher, receiving a +2 racial bonus on Survival and a +4 bonus on Profession (chef) checks. The Ironpot Oni is proud of its dangerous collection of axes and cleavers, and is proficient with all Simple and Martial weapons that inflict slashing damage.

Once per three days, the Ironpot Oni can cast *Cannibal Feast* as a 10th level Druid, which can affect a corpse of up to size Large. The Ironpot Oni must succeed at a DC 23 Profession (chef) check; if the check is successful, the Ironpot can cast the spell without providing the expensive material components (100 gp/DC 10). If the check fails, the Ironpot Oni can still cast the spell, but is required to provide the expensive material components.

Eyrines Gunwitch - CR 8

Medium LG or LN Human Ranger 9
XP 4,800
Init +4 **Senses** lowlight vision, Perception +16

Languages Abyssal, Celestial, English, Infernal, Japanese

Defense
AC 17 **Touch** 14 **Flatfooted** 13 (+4 DEX, +3 armor)
HP 9d10 + 18 hp (68 HP)
FORT +7 **REF** +10 **WILL** +7
Defensive Abilities Evasion

Offense
Spd 30 ft
Melee +11/+6 dagger (1d6+2 slashing, 19-20/x2)
Ranged +11/+11/+8 Eyrines Colt (2d6+1 ballistic, 20/x2, 30 ft range increment, single shot)
Favored Enemies Humanoid (human) +4, Outsider (evil) +2
Favored Terrains Urban +4, Mountains +2
Special Qualities Hunter's Bond (Swift Tracker, Track, Wild Empathy, Woodland Stride
Spellcasting (CL 9th Concentration +13)
Second (prepared) - Cat's Grace (x2)
First (prepared) – Jump, Longstrider (x2)

Statistics
Str 13 **Dex** 19 **Con** 14 **Int** 11 **Wis** 18 **Cha** 11
Base Atk +9 **CMB** +10 **CMD** 14
Feats Deadly Aim, Endurance, Farshot, Improved Two Weapon Fighting, *Moonwise,* Quick Draw, *Regenerative Womb,* Two Weapon Fighting

Italicized feats found in Races of the Tatakama
Skills Climb +13, Handle Animal +8, Heal +16, Knowledge (local) +9, Perception +16, Stealth +16, Survival +16
Gear 2x Eyrines ColtE, 4x spare clips, mwk. dagger, undercover vest
E= new item found in *Enchantments of Black Tokyo*

Ecology
Environment any urban (major safehouse in Okinawa)
Organization usually solitary, sometimes accompanied by 1d4 Eyrines Sisters
Treasure standard (including gear)

Special Abilities

Eyrines Colt (SU)

The Eyrines Gunwitch receives a +3 competence bonus on critical confirmation rolls if her target has ever raped a sentient creature, as a result of her training with the sect.

Her Eyrines Colt weapons provide her with a cumulative +1 holy bonus on attack and damage rolls against a target who has ever raped a sentient creature. This bonus increases by +1 per rape committed to a maximum of +5.

Moonwise (SU)

The Eyrine Gunwitch's training emphasizes an awareness of her body and female cycle; she is mystically empowered during her menstrual cycle. While menstruating, she gains lowlight vision, and she plans her most important hunts around her cycle to maximize her tactical advantage.

While menstruating, she may dab a drop of her menbstrual blood as a full round action. The touched creature instantly recovers 3 HP. The Eyrines Gunwitch may use this power up to twice daily.

Regenerative Womb (SU)

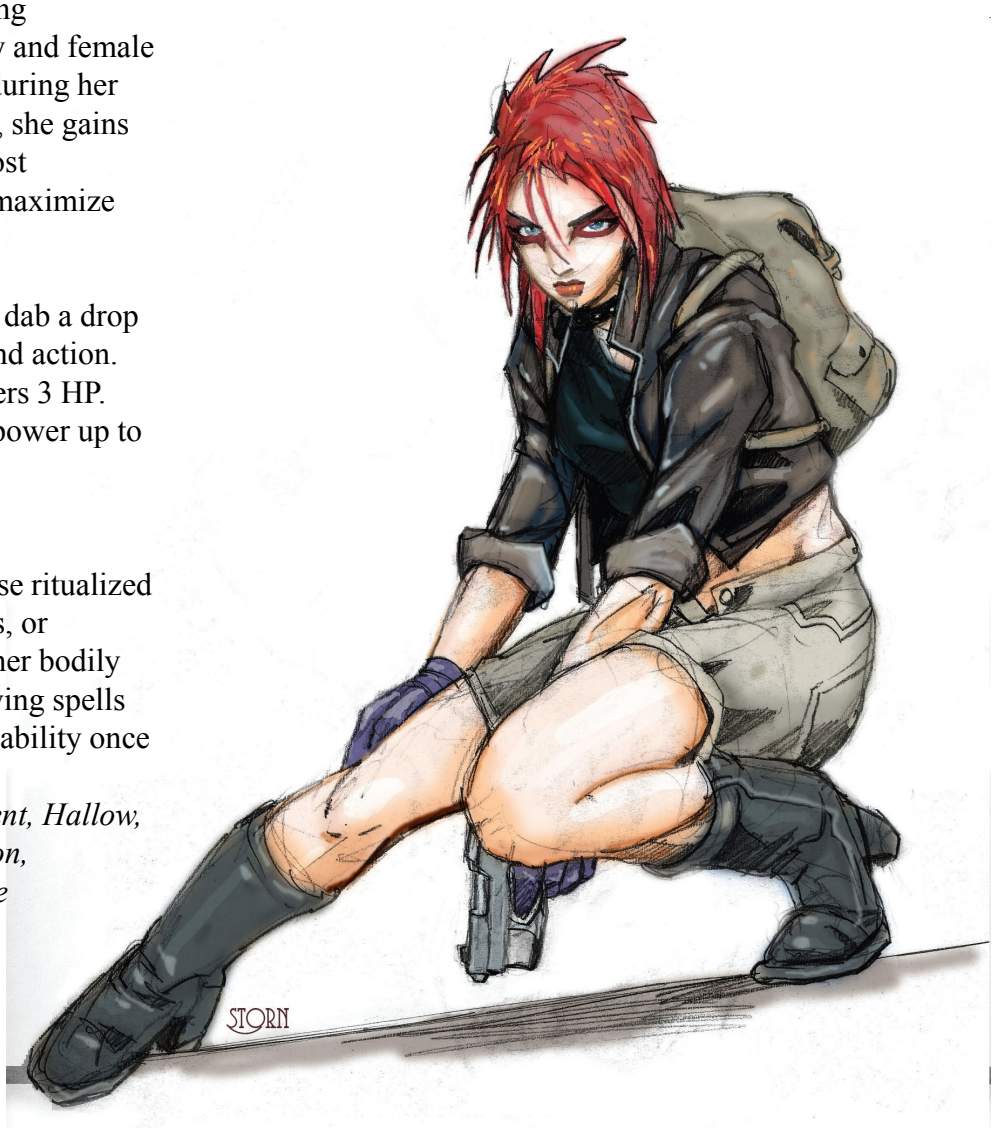
The Eyrines Gunwitch may use ritualized sexual activity lasting at least 8 hours, or anointing a recently dead body with her bodily fluids, she may cast any of the following spells as a 9th level cleric. She may use this ability once per day.

Atonement, Break Enchantment, Hallow, Heal, Heroes Feast, Neutralize Poison, Regenerate, Raise Dead, Reincarnate

Animal Companion

The Eyrines Gunwitch has formed a bond with a powerful hunting eagle. The eagle circles high overhead, only descending into the streets when it feels its mistress' psychic call.

Hit Dice 6d8+ 6 hp (HP)
Size Small **Speed** 10 ft Flight 80 ft (average)
AC 15 (+2 DEX, +1 size, +1 dodge, +1 natural)
Senses lowlight vision, Perception +10
Saves FORT +6 REF +8 WILL +4
Attacks two +9 talons (1d4+1 slashing, 20/x2), +8 bite (1d4 piercing, 20/x2)
Ability Scores STR 10 DEX 17 CON 12 INT 2 WIS 15 CHA 7
Skills Fly +9, Perception +10 (racial modifiers: +8 Perception)
Feats Dodge, Weapon Finesse, Weapon Focus (talon)



Special Qualities Devotion, Evasion, Share Spells

Roleplaying

The Eyrines Gunwitch is a senior member of the Eyrines Sisterhood, a powerful combatant and equally powerful mystical adept. Like her more junior sisters, she fights to defend Black Japan's women from sexual predators and prowling *oni.* Unlike a junior member of the sect, however, the Eyrines Gunwitch is a potent mystical healer. For her, sex is a holy act that can heal and transfigure, and she will not let such beauty be sullied by rapists or mad-men.

Eyrines Sister - CR 5

Medium LG or LN Human Monk 6

XP 1,600
Init +2 **Senses** Perception +8
Languages Draconic, English, Japanese

Defense

AC 14 **Touch** 14 **Flatfooted** 12 (+2 DEX, + 2 monk)
HP 6d8 + 6 hp (33 HP)
FORT +6 **REF** +7 **WILL** +6 (+8 vs enchantment)
Defensive Abilities evasion, purity of body, slow fall 30 ft, still mind
Immune disease

Offense

Spd 50 ft
Melee +7 unarmed strike (1d8+3 bludgeoning, 20/x2)
Flurry of Blows +7/+7/+2 unarmed strike (1d8+3 bludgeoning, 20/x2)
Special Attacks Stunning Fist (F-DC 18), Ki Strike (magic weapon)
Special Qualities High Jump, Ki Pool (magic, 6 ki points), Maneuver Training

Statistics

Str 16 **Dex** 14 **Con** 13 **Int** 11 **Wis** 12 **Cha** 13
Base Atk +4 **CMB** +8 **CMD** 19
Feats Blind Fight, Combat Reflexes, Extra Ki, Eyrines Strike, Improved Grapple, Power Attack, Scorpion Style, Stand Still
Skills Acrobatics +9, Climb +10, Intimidate

+8, Perception +8, Sense Motive +8, Stealth +9
Gear fighting wraps, street clothes

Ecology
Environment any urban (based out of Okinawa)
Organization solitary, pair or trio
Treasure incidental

Special Abilities

Eyrines Fists (SU)

The Eyrines Sister learned special, brutal katas for use against sexual predators, both human and demonic. The Eyrines Sister receives a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

In addition, the Eyrines Sister can spend a point from her Ki Pool to imbue her unarmed strikes with the Eyrines Strike ability. When attacking any creature who has ever raped a sentient creature, of any species, the Eyrines Sister receives a cumulative +1 bonus on attack and damage rolls for each rape the target has ever committed. There is no maximum limit to the bonus that can be accrued in this manner, making the Eyrines Strike ability ideal for battling elder demon lords and human predators. Once activated, this enhancement lasts a number of rounds equal to the Eyrine Sister's Monk class level.

Roleplaying

The Eyrines Sisterhood defends women from Black Japan's predators, both human and demonic. It's an impossible task. The threats are too numerous, too dangerous for even an army, and the Eyrines Sisterhood is not an army. Rather it is a small sect of especially determined women, trained in supernatural martial arts in a rundown dojo somewhere in Okinawa, headquartered in an abandoned ceramics factory, and sent out to do the impossible: make Japan safe.

Anyone can be an Eyrines Sister.

They wear no uniform, carry no insignia- their gender is both uniform and insignia. The first year college student sleeping uneasily on a subway might be Eyrines. So might the drab middle aged woman in the house kimono, out shopping for her weekly groceries, or the prim young teacher walking a class of kindergardeners to school. Their anonymity gives the relatively small Sisterhood it's fearsome reputation. The fact that any potential victim might be an Eyrines, secretly luring in a predator with a pretense of vulnerability, occasionally gives Black Japan's predators pause. And so, even when they are not present, the Sisterhood serves women.

Black Japan's Familiars

Black Japan is a weird setting, and even the familiars owned by its spell casters tend to be a little strange. Living garage-kit models, lewd fairies, pitiful child-ghosts and even living tendrils made of animated feces are available familiar options.

The new familiars presented here are fairly common among Black Tokyo's spellcasters. In many cases, these statistics can be used for normal creatures as well. These familiars use the standard rules for familiars presented in the Pathfinder RPG Core Rulebook. Tiny or smaller familiars in this section use DEX to modify Climb and Swim skill checks.

Small Familiars

As Small creatures, Small Familiars threaten the areas around them, and can be used to flank enemies, though both familiars and their masters are loath to use such tactics, as the usual result is a dying familiar. Small familiars are harder to conceal and keep out of sight than Tiny familiars.

Familiar	Special Ability Granted
* Basan	Master gains a +2 bonus on REF Saves
Child	Master gains a +3 bonus on Diplomacy checks against teen and pre-teen characters
*Dolfie	Master gains a +3 bonus on Perform (model or dance) checks
Heart Plush	Master gains a +3 bonus on Craft (sewing/seamstress) checks
Hitotsume-Kuzo	Master gains a +3 bonus on Knowledge (either pop culture or local) checks
*Jaku	Master gains a +3 bonus on Perform (sexual) checks
Kamaitachi	Master inflicts +1 damage with one handed slashing weapons
*Noppera-Bo	Master gains a +2 bonus on Intimidate checks
Panty Fairy	Master gains a +3 bonus on Knowledge (pop culture) checks
Penguin	Master gains Cold Resistance 2
Pooplet	Master gains a +2 bonus on saving throws versus spells and effects with the *skatto* descriptor
Sankai	Master gains a +1 bonus on Knowledge (religion) and a +2 bonus on Treat Injury checks made to aid pregnancy or childbirth
Shiofuki Turle	Master casts spells with the water descriptor at +1 caster level
Spark Fox	Master gains a +3 bonus on Stealth checks in urban areas
Teru Teru Bozo	Master gains a +3 bonus on Survival checks
* Tofu-Kuzo	Master gains a +3 bonus on Profession (chef) checks
* Uwan Lantern	Master gains a +3 bonus on Drive or Ride checks (choose one)
Zashiki-Warashi	Master gains a +3 bonus on Profession (farmer) checks
	* indicates a reskinned version of another familiar in this sourcebook

Familiar, Child Familiar - CR 1/2

Small N* Human
XP 200
Init -1 **Senses** Perception -1
Languages Japanese or one other language spoken by the spellcaster

Defense
AC 10 **Touch** 10 **Flatfooted** 10 (+1 size, -1 DEX)
HP 1d8 – 1 hp (4 hp)
FORT -1 **REF** +1 **WILL** -1

Offense
Spd 20 ft
Melee -1 slam (1d3-1 non-lethal)

Statistics
Str 9 **Dex** 9 **Con** 9 **Int** 9 **Wis** 9 **Cha** 9
Base Atk +0 **CMB** -1 **CMD** 9
Feats Skill Focus (stealth)
Skills Knowledge (arcana) +3, Stealth +11
Gear smart phone

Ecology
Environment any
Organization solitary or accompanying their spellcasting masters
Treasure standard

Special Abilities

Eternal Child (SU)

The child familiar will never reach physical adulthood. She is immune to aging effects, and does not suffer ability score penalties for aging, nor does she have a maximum age.

She is effectively immortal unless slain by accident or violence.

Human Blood (EX)
The child familiar has all the flexibility of an adult human, though in smaller form. The Child Familiar receives a +2 ability score modifier to one ability score of choice reflecting the child's innate gifts. She receives a bonus feat and skill rank.

Shaped by Magic (SU)
The child familiar's abilities improve as described in the familiar class ability. This ability functions identically to the ability improvements gained by an ordinary familiar, except as noted.

The child familiar does not receive a natural armor bonus to AC, and rather than receiving a regular INT increase, the child's master may provide their child familiar with a +1 inherent bonus to any ability score of choice at every other spellcaster level. The child familiar cannot increase the same ability score twice in a row, and must improve one other ability score before placing further points into a particular score.

Roleplaying
While many spellcasters form a bond with a familiar spirit or animal, a rarer handful bond themselves to a living human child. Such children may be an orphan rescued from the streets, a relative with a natural aptitude for sorcery, a promising young student at one of Black Japan's magical academies, or a Lolita plaything sculpted by magic and gene-science. Whatever the exact details of the child familiar's origins, he or she is a clever, fast-learning young apprentice.

The Child Familiar is an unusually clever child of about eight years. Their magical bond to their master retards their aging, and allows them to grow strange and powerful. This particular Child Familiar is a Japanese school-child-inquisitive with a personality that vacillates between perky and polite as needed, though Child Familiars can be virtually any race, born in to any imaginable (and some unimaginable) circumstance.

Gamemasters might wish to allow non-human Child Familiars. If this is the case, apply racial modifies, remove one feat and one skill rank, and add in racial traits as necessary.

Familiar, Heart Plush - CR 1/3

Small N Construct
XP 135
Init +0 **Senses** Perception +1, Darkvision 60 ft

Defense
AC 11 **Touch** 11 **Flatfooted** 11 (+1 size)
HP 1d10 hp (5 HP)
FORT +0 **REF** +0 **WILL** +1
Immune construct immunities, Bludgeoning damage

Offense
Spd 20 ft
Melee +0 slam (1d3-1 bludgeoning)

Statistics
Str 8 **Dex** 10 **Con - Int** 2 **Wis** 12 **Cha** 3
Base Atk +1 **CMB** +0 **CMD** 10

Ecology
Environment any urban
Organization solitary or accompanying a master
Treasure solitary

Special Abilities
Spellrunner (EX)
Heart Plushes are specially made as familiars. When delivering a touch spell on behalf of its master, the Heart Plush receives a +1 competence bonus to its attack roll.

Roleplaying

Heart Plushes are big floppy creations of colorful cloth stuffed with scrap felt, cotton batting and crushed herbs to both animate the construct and provide a pleasant scent. Each Heart Plush has a unique design, and is handstitched by its creator but most look like big, floppy stuffed animals- bears, tanuki, dogs, cats, rabbits and hybrid cat-rabbit creatures are especially common. Heart Plushes seem a little more willful and intelligent than most constructs, and most have a rather feline demeanor.

Similar Creatures

Dolfie (CR 1/4)

Dolfies are similar to Heart Plushes- toys animated to serve as familiar. Where a Heart Plush is a stuffed animal, a Dolphie is an amazingly realistic, well articulated 12-18 inch high doll. Dolfie owners take great pride in their creations, spending thousands of yen to buy or hand-sew miniature versions of the latest Gothic Lolita fashions for their dolls.

Dolfie are Tiny Constructs, a little bit faster than Heart Plushes.

Their DEX Score is 14; their Armor Class is AC 14 (+2 size, +2 DEX).

Familiar, Hitotsume-Kozo -CR 1/3

Small NG Fey
XP 135
Init **Senses** lowlight vision, Perception +3 (+8 visual Perception checks in bright light)
Languages Japanese, Sylvan

Defense
AC 12 **Touch** 12
Flatfooted 11 (+1 size, +1 DEX)
HP 1d6 hp (4 HP)
FORT +0 **REF** +3
WILL +1
Immune gaze attacks

Offense
Spd 20 ft
Melee -3 unarmed strike (1d4-3 subdual)
Spell-Like Abilities (CL 1st Concentration +3)
At Will – light, mending

Statistics
Str 4 **Dex** 13 **Con** 11 **Int** 7 **Wis** 9 **Cha** 15
Base Atk +0 **CMB** -4 **CMD** 7
Feats Skill Focus (Knowledge: local)
Skills Acrobatics +6, Knowledge (local) +5, Stealth +9, Perception +3 (racial modifiers: +8 on visual perception checks in bright light)

Ecology
Environment any land (most common in Japanese plains and rural areas)
Organization usually solitary
Treasure standard

Roleplaying

Hitotsume-Kozo are child-like fey spirits that appear as a bald headed boy or girl of about eight, with a single huge eye in the center of their forehead, who dresses in the archaic costume of a long ago Buddhist monk. Hitotsume-Kozo are intensely curious and clever creatures, who often cross from their homes in the Tatakama to see the sights and experience the wonders of the Earth Realm. They can be insanely enthusiastic about even the most mundane facets of modern life- vending machines and subways are wonders, television and J-pop are revelations, and automobiles are fierce dragons to be tamed. Hitotsume-Kozo are often chosen as familiars by Dodoma and Kami spellcasters.

Similar Creatures

Tofu-Kuzo (CR 1/3)

Like their cousins, the Hitotsume-Kizo, Tofu-Kuzo are clever and friendly minor *kami,* who appears as a small child dressed in archaic costuming. However, the Tofu-Kuzo have two eyes and usually carry a ceramic serving tray bearing a block of tofu stamped with a leaf or lattice pattern. Tofu-Kuzo are more subservient than curious (though they are still very curious), and make it a point of pride to ensure their masters are well fed.

Modifications

Use the statistics for a Hitotsume-Kuzo with the following changes. Remove the creature's immunity to Gaze attacks and racial bonus on Perception checks in bright light. Change the Hitotsume-Kizo's ranks in Knowledge (local) and Skill Focus for equal ranks in Profession (chef) and a Skill Focus in the same.

The Tofu-Kuzo's spell-like abilities are as follows.

At Will – ghost sound

3x/day – Goodberry (in the forms of small blocks of tofu rather than berries)

Familiar, Kamaitachi - CR 1/2

Tiny CN Magical Beast
XP 200
Init +2 **Senses** lowlight vision, scent, Perception +3
Languages None

Defense

AC 14 **Touch** 14 **Flatfooted** 12 (+2 size, +2 DEX)
HP 1d10 (6 HP)
FORT +2 **REF** +4 **WILL** +1

Offense

Spd 35 ft
Melee slash +3 (1d4-4 slashing plus supernatural sickle)

Statistics

Str 3 **Dex** 15 **Con** 10 **Int** 3 **Wis** 12 **Cha** 5
Base Atk +1 **CMB** -3 **CMD** 9 (13 vs trip)
Feats Weapon Finesse
Skills Arcobatics +10 Stealth +10, Perception +3 (Racial Modifiers +4 Stealth, +8 Acrobatics)

Ecology

Environment temperate and cold plains or urban
Organization solitary or hunting trio
Treasure none

Special Abilities

Supernatural Sickle (SU)

The Kamaitachi's claws are supernaturally sharp. Anytime it rolls a 4 on D4, inflicting maximum damage with its slash, reroll the D4 and add the result to the damage total. If the result is also a 4, keep rerolling and adding to the damage total.

Roleplaying

Kamaitachi are supernaturally stealthy, vicious predators nicknamed 'sickle weasels'. In reality, their dark, sleek bodies are a combination of weasel, cat and rat. They have a nasty habit of going for the eyes or Achilles tendons of human-

sized prey, and have absolutely no fear of humans. Kamaitachi were initially creatures of the fields and rice paddies, but have adapted well to modern Japan. In the cities, they hunt stray dogs and the homeless.

Similar Creatures

Basan (CR ½)

The Basan is a kind of magical chicken-yokai native to Ehime Prefecture. This ugly bird is noticeably skittish, and will usually flee from human voices, especially those raised in anger or fear. The Basan lives on rodents, smaller birds and insects, though it has no problem scavenging garbage for its meal.

Modifications

Use the statistics for a Kamaitachi with the following modifications. Remove the creature's Supernatural Sickle power, and replace it by giving the Basan the following attack.

Flaming Peck +3 (1d4-4 slashing plus 1 fire)

The Basan is immune to Fire and gains Cold Resistance 5.

Familiar, Panty Fairy - CR 1/3

Tiny N Fey
XP 135
Init +7 **Senses** Perception +2, lowlight vision
Languages Japanese, Sylvan

Defense

AC 15 **Touch** 15 **Flatfooted** 12 (+2 size, +3 DEX)
HP 1d6 hp (3 HP)
FORT +0 **REF +5 WILL** +2

Offense

Spd 10 ft Flight 30 ft (Perfect)
Melee -1 unarmed slam (1 point nonlethal)
Spell Like Abilities (CL 1st, Concentration +2)
At Will – *Light, Prestidigitation* (clean a small object or produce a pleasant scent only)

Statistics

Str 5 **Dex** 16 **Con** 10 **Int** 11 **Wis** 10 **Cha** 13
Base Atk +0 **CMB** -5 **CMD** 8
Feats Improved Initiative
Skills Fly +17, Knowledge (pop culture) +1, Perception +2 (+8 racial bonus on Fly checks)
Gear tiny string bikini

Ecology

Environment any urban
Organization clique (3-8) or accompanying a master or mistress
Treasure standard

Roleplaying

Panty Fairies are in high demand as familiars because of their intelligence and cheerful natures. Even non-ecchi spellcasters pay high prices to hire a Panty Fairy- the perky little fey make excellent scouts and spies, and can be trusted to TiVo the spellcaster's favorite shows while they're out adventuring. More perverted

spellcasters enjoy having a nimble little fairy as their own personal pornography.

Panty Fairies resemble toy-sized Japanese or Korean women, about 3-4 inches high. They have membranous wings, like those of a dragonfly, or ornately decorated wings like those of a butterfly or moth, projecting from their shoulder blades. They dress exclusively in a skimpy two piece string bikini. Personality wise, they're sarcastic little things, especially to their masters. They tend to be a little bit lazy, and are definitely couch-potatoes. These mostly vegetarian fey adore fruit- a master who regularly buys his or her Panty Fairy fresh watermelon or cherries has a friend for life.

Similar Creatures

Jaku (CR 1/3)

Jaku are the male equivalent of Panty Fairies. Where Panty Fairies are beautiful, Jaku are stunted and ugly little men with mud colored flesh. They have warty, somewhat frog-like faces. They fly as nimbly as their 'sisters' even though they lack wings. Jaku usually go nude except for a brightly colored tiny yakuta, worn open on their chest, revealing their genitals, which are disproportionately large, for such a little creature.

Jaku are little perverts who like nothing better than masturbating while watching their master's intimate adventures. They usually shout encouragement or criticism, which usually gets shoes thrown in their general direction.

Familiar, Penguin - CR 1/4

Small N Animal
XP 100
Init +0 **Senses** Perception +1, lowlight vision

Defense
AC 12 **Touch** 12 **Flatfooted** 11 (+1 size, +1 dodge)
HP 1d8 + 1 hp (5 HP)
FORT +3 **REF** +2 **WILL** +1
Resist Cold 2

Offense
Spd 10 ft, Swim 30 ft
Melee -2 beak (1d4-3 piercing)

Statistics
Str 5 **Dex** 11 **Con** 13 **Int** 1 **Wis** 12 **Cha** 3
Base Atk +0 **CMB + CMD +**
Feats Dodge
Skills Swim +5 (+4 racial bonus on Swim checks)

Ecology
Environment cold oceans and coastlines
Organization solitary or pod (several dozen) in the wild
Treasure none

Special Abilities

Hold Breath (EX)

Penguins can hold their breath for about 5 minutes before needing to make FORT Saves to resist suffocation or drowning.

Roleplaying

These fairly intelligent, trainable birds are sometimes imported to Japan by spellcasters wanting a truly distinctive familiar- especially those who watched way too much *Evangelion* growing up. Penguins, especially Emperor Penguins are a lot smarter than they look, and can learn an astounding variety of tricks. Those enhanced by a familiar bond are even cleverer.

Familiar, Pooplet - CR 1/3

Tiny N Ooze
XP 135
Init +0 **Senses** Perception +3, Blindsense 30 ft

Defense
AC 13 **Touch** 12 **Flatfooted** 13 (+2 size, +1 natural armor)
HP 1d8+1 hp (5 HP)
FORT +0 **REF** +0 **WILL** +1
Immune Ooze immunities

Offense
Spd 15 ft Swim 30 ft
Ranged +2 squirt (1d3 acid, 10 ft maximum range)

Statistics
Str 3 **Dex** 11 **Con** 12 **Int - Wis** 12 **Cha** 1
Base Atk +0 **CMB** -6 **CMD** 4
Skills +4 Swim (+4 racial bonus on Swim checks)

Ecology
Environment any
Organization solitary or swarm (3d6), or accompanying a master or mistress
Treasure none

Roleplaying

Pooplets are tiny oozes that resemble long snakes of human shit, made of gelatinous brown slime. Pooplets have 'eye spots' on the head made of white, black and pinkish sludge that resemble big, friendly anime eyes. Pooplets smell almost exactly like what you'd expect them too- considerate owners use *prestidigitation* or feed their ooze special fragrant chemicals to improve its odor. They leave a trail of clear, sticky slime as they travel.

Pooplets are favorite familiars among *skatto* spellcasters and especially Akaname mages. As a familiar, pooplets gain an INT score of 1, and their INT gradually increases as their master gains levels.

Similar Creatures

Noppera-Bo (CR ½)

Noppera-Bo are odd little puddles of human fat that occasionally take a semi-bipedal form. In this form, they resemble a roly-poly little figure with a crudely animated, laughing (or leering) face in the center of its 'chest'. Noppera-Bo often lurk in hospitals and plastic surgery facilities, concealing out of medical waste. They are more willful and mischievous than Pooplets, and like to play tricks on unsuspecting mortals, startling them.

Familiar, Sankai - CR 1/3

Tiny NE Undead
XP 135
Init +1 **Senses** Perception +1, lowlight vision, Darkvision 60 ft

Defense
AC 14 **Touch** 14 **Flatfooted** 12 (+2 size, +2 DEX)
HP 1d8 hp (4 HP)
FORT +0 **REF** +1 **WILL** +3
Immune undead immunities

Offense
Spd Flight 30 ft (average)
Melee +3 umbilical cord (10 ft reach, 1 slashing)

Statistics
Str 1 **Dex** 12 **Con** - **Int** 2 **Wis** 13 **Cha** 3
Base Atk +0 **CMB** -9 **CMD** 2
Feats Weapon Finesse (umbilical cord)
Skills Perception +1, Fly +3

Ecology
Environment any
Organization solitary or accompanying a master or mistress
Treasure none

Roleplaying

Sankai are horrid little monsters created when a woman exposed to magical toxins or to the predations of undead while pregnant do not receive proper care. Instead, they miscarry and a Sankai is 'born' instead. Sankai are common in the Tatakama, and ghostly swarms of the pathetic undead drift in the wake of traveling Ubume. They are especially common in Nagasaki, because the Ubume Empress' schemes in the Earth Realm have polluted the region with a dark *karma* that causes miscarriages.

Sankai resemble pale, grey-skinned fetuses, floating at about waist height in the air. They are surrounded by a chill aura, and their limbs are twisted and misshapen, almost resembling a turtle's flippers more than human limbs. A vermillion umbilical cord trails beneath the Sankai's body- the creature can use this cord as a whip to defend itself.

Necromancers and undead spellcasters sometimes choose Sankai familiars. For Ubume magic users, a Sankai is often the undead remnant's of its stillborn child's body, while the ghostly burden they carry is a remnant of the child's soul.

Familiar, Shiofuki Turtle - CR 1/2

Tiny N Magical Beast (water)
XP 200
Init +0 **Senses** low light vision, Perception +1

Languages none

Defense
AC 16 **Touch** 12 **Flatfooted** 16 (+2 size, +4 natural)
HP 1d10 + 1 hp (7 HP)
FORT +3 **REF** +2 **WILL** +0

Offense
Spd 10 ft Swim 20 ft
Melee bite -1 (1d4-2 slashing, 20/x2)
Ranged squirt +1 (1d3 either acid or cold, 20/x2, 30 ft maximum range)

Statistics
Str 6 **Dex** 10 **Con** 12 **Int** 1 **Wis** 11 **Cha** 1
Base Atk +1 **CMB** -3 **CMD** 7 (11 vs trip)
Feats Skill Focus (swim)
Skills Perception +1, Swim +7 (racial modifiers: +4 Swim)

Ecology
Environment any aquatic (fresh water)
Organization solitary, clutch (3-8) or accompanying a master
Treasure incidental

Special Abilities

Squirt (EX)

The Shiofuki Turtle can inflict either acid or cold damage with its squirt attack. It makes this choice at the moment it makes the attack.

Roleplaying

The Shiofuki Turtle is a small, tough box turtle with a vivid blue, aquamarine and white shell. A vaguely penile shaft protrudes from the center of its shell, and serves as the little, aquatic predator's main weapon for both hunting and defense. Left to its own devices, a Shiofuki Turtle is content to feed on dragonflies, small sea birds and the occasional fish. They are fairly common throughout the Tatakama, and can still be found in places where the water table is unspoiled and un-exploited. They are fairly numerous in the Shimanto River basin, in the Kochi Prefecture.

Familiar, Spark Fox - CR 1/2

Tiny N Magical Beast (electrical)
XP 200
Init +3 **Senses** Perception +2, lowlight vision, scent

Defense
AC Touch Flatfooted (+2 size, + DEX)
HP 1d10 (5 HP)
FORT +2 **REF** +5 **WILL** +1
Immune Electrical damage

Offense
Spd 30 ft
Melee +4 bite (1 slashing plus 1 electrical)

Statistics
Str 4 **Dex** 15 **Con** 10 **Int** 2 **Wis** 13 **Cha** 5
Base Atk +1 **CMB** -5 **CMD** 8
Feats Weapon Finesse (bite)
Skills Perception +2

Ecology
Environment cold or temperate forests or urban
Organization solitary, pack (3-6) or accompanying a master or mistress
Treasure none

Roleplaying
Spark Foxes are magical animals that slipped into the Earth Realm through cracks between dimensions. Clever and adaptable, Spark Foxes have adapted well to life in urban Black Japan, scavenging from dumpsters and unattended garbage bins. Spark Foxes are popular pets among the wealthy and occult community- quite a few idols carry a beloved Spark Fox pet in their purses.

Spark Foxes resemble especially tiny Japanese red foxes. Brighter patches of auburn fur form spark like patterns on their flanks and at the crown of their head. When especially angry or scared, golden lightning crackles between their sharp little fangs.

Familiar, Teru Teru Bozo - CR 1/4

Tiny NG Undead (air, water)
XP 100
Init +1 **Senses** Perception +2, Darkvision 60 ft

Defense
AC 13 **Touch** 13 **Flatfooted** 12 (+2 size, +1 DEX)
HP 1d8 hp (4 HP)
FORT +0 **REF** +1 **WILL** +4
Immune undead immunities

Offense
Spd Flight 40 ft
Ranged +1 douse (1d2 acid, 10 ft maximum range)
Spell Like Abilities (CL 1st – Concentration +3)
3x/day – Create Water

Statistics
Str 1 **Dex** 13 **Con** - **Int** 2
Wis 14 **Cha** 3
Base Atk +0 **CMB** -7
CMD 4
Feats Acrobatics
Skills Fly +7 (+4 racial bonus on Fly checks)

Ecology
Environment any

Organization solitary or storm (3-4) or accompanying a master or mistress
Treasure standard

Roleplaying

Teru Teru Bozo are rain stopping ghosts, fragmentary little spirits that are born on stormy nights in Shinto graveyards. Exorcists believe these mostly harmless little spirits are created from the souls of small animals or very young children- babies who died less than an hour after birth or even stillborn or aborted fetuses. Unlike most undead, they hold no malice towards the living. Superstition holds that Teru Teru Bozo can stop the rain- kids and vacationers often implore the little ghosts to make storms vanish. However, these spirits have no such great power, but can conjure a sudden downpour to slake a living creature's thirst or cool it on a hot afternoon.

Teru Teru Bozo look like the archetypical kid's conception of a ghost, an amorphous little shape about 8 inches high wrapped in a gauzy, ectoplasmic white shroud. They are always vaguely damp to the touch.

Similar Creatures

Uwan Lantern (CR ¼)

The Uwan Lantern is a tiny, weak ghost created from the soul of someone who died by accident, most likely a traffic accident these days. Uwan Lanterns are cowardly little ghosts who take the form of drifting balls of cold blue light shot with static. If not commanded to do anything else in particular, they drift along highways and through crowded streets, most common in the minutes after sunset and just before dawn. They delight in distracting drivers and causing minor crashes.

The Uwan Lantern's attack deals cold damage, not acid damage. It can use *Cause Fear* 3x/day rather than *Create Water*.

Familiar, Zashiki-Warashi - CR 1/2

Small NG Fey (earth)
XP 200
Init +0 **Senses** Perception -1, lowlight vision
Languages Japanese, Terran

Defense
AC 11 **Touch** 11 **Flatfooted** 11 (+1 size)
HP 1d8 hp (4 HP)
FORT +0 **REF** +2 **WILL** +1

Offense
Spd 20 ft
Melee +0 slam (1d3-1 bludgeoning)
Spell Like Abilities (CL 1st)
At Will – Prestidigitation (clean a small object or flavor food only)
1x/day – Mending

Statistics
Str 8 **Dex** 11 **Con** 10 **Int** 6 **Wis** 9 **Cha** 13
Base Atk +0 **CMB** -2 **CMD** 8
Feats Stealthy
Skills Escape Artist +2, Stealth +6

Ecology
Environment temperate or cool plains or mountains (especially in rural Japan)
Organization solitary or accompanying a master or mistress
Treasure standard

Roleplaying

Zashiki-Warashi are good natured hearth spirits- very minor kami who inhabit old buildings and truly ancient onsen. A building will not attract a Zashiki until it has been lived in for at least 70 years; Black Japan is currently under going a Zashiki boom, as the spirits are only now becoming attached to the myriad buildings erected after WWII. Zashiki are dumb, basically childlike creatures, but good natured. They do household chores, cook simple food, mend clothes and take their payment in stolen food and toys. Homeowners living with a Zashiki tend to treat the little fey like a beloved child.

Spellcasters in rural areas often find a Zashiki to serve as their familiar, but the little fey absolutely refuse to enter larger, built up urban areas and are near catatonic with fear if brought within the confines of a city like Tokyo or Osaka.

Zashiki resemble Japanese toddlers. Most are vaguely male, and dress in school shorts and uniform shirts. Zashiki have cheerful, cherry red faces like wooden noh masks.

Other Familiars

In addition to the creatures from the four volumes of *The Bestiary* that are specifically called out as possible familiars, Black Japan's spellcasters might choose stranger creatures as their familiar. The following creatures are found in the listed volume of *The Bestiary.*

Abumi-Guchi (Tiny Animated Object)
The Abumi-Guchi is a particular breed of **Tsukumogami** that is formed from the stirrup of a great military commander or cavalry warrior. Unlike other tsukumogami, this creature has an aggressive, war like nature and carries itself with a military bearing, which is comical as it hops about.

Centipede, Giant
Giant Centipedes are scavengers of the dead, and are often chosen by necromancers, or more rarely by those who hunt the undead. Centipedes are feared and loathed in the Tatakama, and send a shiver down the spine of even non-superstitious mortals in Black Japan. Spellcasters choosing centipedes as their familiar are usually forced to keep them hidden.

Cockroach, Giant
Giant Cockroaches are viewed in much the same light as Giant Centipedes. Akaname spellcasters and homeless urban magic users sometimes choose cockroaches as their familiar, viewing them as urban spirits.

Clockwork Spy
Clockwork Spies are extremely useful and easy to construct in the modern world, and magi-tech stores catering to Black Japan's occultists sell these droid-like familiars in shopping malls and electronics mega-stores. Most Clockwork Spies these days are fully iPad-compatible, and can play music, take photos or run simple apps.

Crawling Hand
Necromancers love these things, and why wouldn't they? Sometimes spellcaster Goryohime choose Crawling Hands, liking the fact the little undead hands strangle their prey to death. The perverse implications of owning a Crawling Hand also appeal to more ecchi spellcasters.

Leshy, Leaf
Leaf Leshy are small, weak *kami*, spirits of the land. Rural spellcasters often choose the pudgy little leaflings as familiars. Kami often choose Leaf Leshy as familiar and treat them as beloved, if dimwitted little siblings rather than pets.

Sagari
Possession of a Sagari familiar is pretty solid evidence that a spellcaster has been corrupted by the Black Else.

Tsukumogami (Tiny Animated Object)
Possessions that have seen at least 100 years of service might spontaneously develop a spirit. Such animated objects are called *tsukumogami.* These things desire only to serve their masters in their intended manner, but if they become damaged, or even worse, abandoned, their thoughts turn to mischief. Tsukumogami take a dizzying array of forms, from old paper lanterns to straw sandals, heirloom kimono or umbrella, tea kettles and kitchen tools, or virtually anything else.

Familiar	Special Ability
Abumi-Gughi (B1)	Master gains a +3 bonus on Knowledge (nobility) checks
Centipede, Giant (B1)	Master gains a +2 morale bonus on saving throws against supernatural and spell like abilities wielded by Undead
Cockroach, Giant (B2)	Master gains Great Fortitude as a bonus feat
Clockwork Spy (B3)	Master gains a +3 bonus on Computer Use checks
Crawling Hand (B2)	Master gains a +2 bonus on CMB checks made to grapple
Leshy, Leaf (B3)	Master gains a +3 bonus on Knowledge (nature) checks
Sagari (B3)	Master gains a +3 bonus on Stealth checks
Tsukumogami (B1)	Master gains a +3 bonus on one Craft or Profession skill of choice

Reskinned Familiars

The following familiars use the statistics for another familiar, with minor changes. The volume of the Bestiary that the base creature is found in is listed.

Bakeneko

Bakeneko are magical cats with fur as black as the deepest shadow, broken only by silvery patches on their toes and a silver crest on their forehead, which resembles a mystical kanji or a crescent moon. They have a fierce rivalry with Nekomata.

Modification

Bakeneko receive a +4 racial bonus on Stealth checks in area of dim illumination.

Up to three times per day, the Bakeneko familiar can lick a dying creature as a standard action to cast *stabilize* as a first level cleric. The Bakeneko will always act to save its master even if not specifically commanded to do so.

Crow

Among the Ainu especially, the crow is seen as a friend to mankind. During a great famine, a crow led the Ainu people to the flesh of a whale, washed up on the shore and thus saved mankind.

Modifications

Use the statistics for a Raven Familiar, but remove its ability to speak.

Fox, Red

In Japanese folklore, foxes are often the messengers of Inari, a sometimes benevolent trickster god/dess. Kitsune spellcasters often take a fox as a familiar, as do many occultists, human and otherwise hailing from the Saga Prefecture, where foxes grow especially clever, Kitsune are common, and Inari's influence is felt most strongly.

Nekomata

Nekomata are a magical breed of very intelligent feline that serve as the inspiration for the prosperity statues of beckoning cats that adorn cash registers throughout Asia. These vain and personable felines have ivory fur with golden patches at each paw and at the crown of the forehead. They demand almost constant affection.

Purse Dog

Breeds of miniature terriers and tea cup Chihuahuas are selectively inbred to make them even smaller, cuter and more helpless than normal. These twitchy little canines can easily fit in a woman's purse, and are an affection among Black Japan's ultra-rich, especially up and coming idol singers.

Rabbit

The rabbit is a trickster figure in Japanese mythology, often getting the better of the greedy and venal. The rabbit appears as a ghostly shape seen in the crater-shadows on the moon; where Westerners see a man in the moon, the Japanese see a rabbit pounding *mochi.* Rabbits have a knack for warning their owners of scams and deceptions.

Rabbit, White Pollen

Another breed of mythical rabbit, these hares are distinguished by their extremely soft, pure white fur. The breed supposedly had its genesis when a rabbit lost its fur crossing a river infested by crocodiles. In great pain, the rabbit was aided by the mythic hero Okuninushi, who used white pollen to heal the little creature. Since then, White Pollen Rabbits have aided mankind using traditional methods.

Modifications

Use the statistics for a Raccoon Familiar, but the White Pollen Rabbit can cast *stabilize* 3x per day, as a spell like ability. (CL 1st Concentration +4)

Ryujin Snake

In traditional myth, snakes are often the messengers of Ryugin, the dragon god of water, rain and storm. Ryujin Snakes are vipers with azure and silver scales; static electricity crackles between their fangs, and their eyes are bright and intelligent.

Modifications

Use the statistics for a Viper Familiar, but remove the viper's poison bite. Instead, the Ryujin Snake inflicts 1 point of Electrical damage with a successful bite and is itself immune to Electricity.

Tanuki

The fat, roly-poly raccoon dog is a badger-like animal native to Japan. They have a reputation as tricksters, in part due to the animal's innate cleverness. However, most of the reputation comes from the antics of Tankui shapechangers getting up to mischief in the form of one of these little creatures.

Temple Rat

Temple Rats are a strange and malicious breed of rodent found in old temples throughout Black Japan. They lurk in the shadows and crawl spaces of deteriorating Buddhist temples or half-forgotten Shinto shrines, where they subsist by stealing food from the monks. They are said to said to be the reincarnated souls of evil monks who broke their vows or strayed from the path of enlightenment.

Modifications

Use the statistics for a Rat Familiar, but the Temple Rat's natural weapons are considered magic weapons for the purpose of overcoming Damage Reduction. Temple Rats have a Lawful Evil or Neutral Evil alignment exclusively.

Reskinned Familiar	Base Familiar	Special Ability
Bakeneko	Cat (B1)	Master can cast *stabilize* 3x/day as 1st level cleric
Crow	Raven (B1)	Master gains a +3 bonus on Knowledge (nature) checks
Fox, Red	Fox (B3)	Master gains a +2 bonus on Bluff checks and Diplomacy checks made against Kitsune
Nekomata	Cat (B1)	Master gains a +2 bonus on Appraise and one Profession check of choice
Purse Dog	Rat (B1)	Master gains a +3 bonus on one Perform check of choice
Rabbit	Raccoon (B3)	Master gains a +3 bonus on Sense Motive checks
Rabbit, White Pollen	Raccoon (B3)	Master gains a +3 bonus on Heal checks
Ryujin Snake	Viper (B1)	Master gains Electricity Resistance 2
Tanuki	Raccoon (B3)	Master gains a +3 bonus on Bluff checks
Temple Rat	Rat (B1)	Master gains a +1 bonus on Sleight of Hand, Stealth and Knowledge (religion) checks

Feral Nekomusume - CR 1/2

Medium CN Humanoid (Nekomusume) Warrior 2
XP 200
Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception -1
Languages Japanese
Aura Feline Nimbus (60 ft, felines receive a +1 luck bonus to all saves)

Defense
AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 armor)
HP 2d8 hp (9 HP)
FORT +3 **REF** +3 **WILL** -1

Offense
Spd 35 ft Climb 35 ft
Melee two +4 claws (1d6+2 slashing, 20/x2)
Spell-like Abilities (CL 1st, Concentration +1)
At Will - *light* or *dancing lights*

Statistics
Str 14 **Dex** 12 **Con** 11 **Int** 5
Wis 9 **Cha** 11
Base Atk +2 **CMB** +4 **CMD** 15
Feats Armor Proficiency (light), Lightning Reflexes
Skills Climb +6, Knowledge (local) +1
Gear tattered rags (treated as leather armor)

Ecology
Environment any urban (almost unknown outside Japan)
Organization pair, trio or pack (4d4), often accompanied by ordinary cats, panthers or even big cats (such as lions 'rescued' from zoos or breeding farms)
Treasure half standard

Special Abilities

Feline Nimbus (SU)

A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamourous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including Felis anthros) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.

Roleplaying

Feral Nekomusume are a dangerous, barely sentient predator species that thrives in

Black Japan's occult underworld. Huge packs of these cat/human hybrids roam the cities, lairing in abandoned buildings and subway stations, in cardboard lairs behind sushi bars and neon-lit nightclubs.

Individually, feral Nekos are no real threat to an adult human, though there are stories about bands of cannibal Nekos snatching children off the street. When one of these rumors spreads, the TBMS is out in force and teachers make it a point to escort their children to the classroom, but whether the Nekos are a scapegoat or actual predator is ususally open for debate. Most times, an aggressive Neko beggar can be driven off with nothing more than raised voices, and most are skittish around humans.

Occasionally, a band of Nekos fall under the sway of a true sociopath, either of their own race or another. These bands become every bit as dangerous as the Japanese Diet tells people feral Neko packs are. The most powerful hunters of these bands are 3rd level Warriors, with a CE alignment, and they select Rapist's Camaraderie (*see Races of the Tatakama*) as their third level feat choice.

Feral POETICA - CR 3

Medium CN Monstrous Humanoid (Dark POETICA) Barbarian 4
XP 800
Init +2 **Senses** Lowlight Vision, Machine Sense, perceive unencrypted radio/television/cellular/wifi signals, Perception +8
Languages English, Japanese

Defense
AC 14 **Touch** 14 **Flatfooted** 12 (+2 DEX, +2 luck)
HP 4d12 + 4 hp (36 HP)
FORT +6 **REF** +4* **WILL** +5

Offense
Spd 40 ft
Melee +8/+3 morningstar (1d8+2 bludgeoning, 20/x2)

Statistics
Str 13 **Dex** 15 **Con** 13 **Int** 13 **Wis** 16 **Cha** 14
Base Atk +6 **CMB** +7/+9 on disarm attempts
CMD 19
Feats Improved Disarm(b), Run, Super Kawaii
Skills Acrobatics +7, Climb +6, Computer Use +6, Intimidate +9, Knowledge (arcana) 3, Perception +8, Stealth +4
Starting Occupation Predator
Gear mwk morningstar, 1d6 stolen iPhones, 1d4 stolen iPods or digital cameras or other working techno-junk

Ecology
Environment urban ruins and abandoned buildings
Organization solitary
Treasure standard

Roleplaying

Feral POETICA are the result of some kind of unprecedented and unexpected flaw in the assembly of a POETICA bio-android, sometimes created by the addition of aftermarket mods and unlicensed tampering by owners wanting a customized POETICA without the skill to do the upgrades right. Abolitionists claim that Feral POETICAs simply snap under the weight of their bondage, giving voice and fury to the rage that all enslaved creatures naturally feel; the New Day Girl Factory counterclaims that Ferals are created by a self-replicating computer virus introduced into POETICA update servers by fanatical and illegal POETICA-freedom orgs.

Whatever the truth, when a POETICA goes feral, she becomes a danger to herself and everyone around her. She responds with efficiently lethal force to any perceived threat; they are utterly paranoid about being found, destroyed (or worse, repaired and returned to slavery). When the Feral POETICA enters her rage, her beautiful, model-like face twists into a snarl of rage. Her eyes bleed system fluid, and burning tattoos appear just beneath her skin, as internal components superheat and combust. She often rips off her clothing to fight completely nude, and as her rage progresses, might tear away her own synthetic flesh in her fury. When raging, she does not communicate in any recognizable language- she howls furious machine code to the uncaring sky.

Special Abilities

Bio-Mech Fusion (EX)

The Feral POETICA's self repair and regenerative systems go out of control- instead of merely repairing their onboard systems, and acting as an artificial immune system, the Feral POETICA blood-borne nanites allow her to fuse her body with other mechanical systems to heal her injuries and increase her capabilities.

As a full round action, the Feral POETICA can touch another high tech machine and press it to her body. On the first round of contact, the machine gains the broken condition; on the second round of contact it is destroyed.

Small or smaller machines (an iPod, laptop computer or laser pistol) heal the Feral POEICAfor 5 HP. Medium machines (a moped, desktop computer, dishwasher) heal the Feral POETICA for 10 HP. Large or larger machines (automobiles, subway trains, television antenna) heal the Feral POETICA for 20 HP and break any harmful transmutation effect currently afflicting her.

Members of mechanical species, such as POETICA, Star Droids, Full Conversion Cyborgs or other machine races instead suffer 1d6 points of temporary CON (or INT for robots without CON scores) per round of being engulfed. Each point of CON drained heals the Feral POETICA for 5 HP. Using the Bio-Mech Fusion in this manner requires a successful combat maneuver check to grapple.

In either case, excess HP are gained as Temporary HP, which last for one hour.

Dark POETICA (EX)

The Feral POETICA is a torture expert. She inflicts an additional +1d4 points of damage anytime she attacks a bound, unconscious or helpless opponent. This bonus damage stacks with sneak attack damage, if any and applicable.

Datadancer (EX)

The Feral POETICA receives a +1 bonus to REF Saves in places with a strong wifi signal; this bonus increases to +2 in areas of extreme wifi connectivity.

Machine Sense (EX)

The Feral POETICA can sense the presence of and can automatically pinpoint any electrically powered device at least as complicated as a flash light. It can automatically pinpoint invisible opponents who are cyborgs, POETICA, other robots, or carrying high tech gear.

Polymer Fists (EX)

The Feral POETICA secretes metal and plastic destroying nanites when enraged. She ignores 2 points of Hardness when attacking any object composed primarily of metal, plastic or advanced polymers.

Rage (EX)

The Feral POETICA can rage for up to 15 rounds per day.

While raging the Feral POETICA gains a +4 morale bonus to STR and CON as well as a +3 morale bonus to WILL Saves. She takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (24 hp), but these disappear when the rage ends and are not lost first like temporary HP. The Feral POETICA cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration. Computer Use is an exception to this general rule, provided by her archetype.

The Feral POETICA can end her rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, the Feral POETICA has access to the following special powers.

Electricity Resistance 1(EX)

The Feral POETICA gains Electrical Resistance equal to ½ her Barbarian level when raging.

Knockdown (EX)

Once per rage, the Feral POETICA can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to her STR modifier (+1) and is knocked prone. This does not provoke an attack of opportunity.

Changes to The Feral POETICA's Statblock While Raging

AC 12 **Touch** 12 **Flatfooted** 10 (+2 DEX, +2 luck, -2 rage effects)
HP 4d12 +28 hp (60 HP)
Resist Electricity 1
FORT +8 **REF** +4* **WILL** +5
Melee +10/+5 morningstar (1d8+2 bludgeoning, 20/x2)
CMB +9 **CMD** 21
Skills Climb +18

Super Kawaii (SU)

When nude or revealingly dressed, the Feral POETICA adds her CHA modifier as a luck bonus to Armor Class.

The Genbu Creature Skin - CR 29

Modifies: The Tarrasque - CR 25

It is the Black Tortoise of the North, a creature older than God or man. It is the first of the demons, a lumbering behemoth whose rampages carved the seas and sculpted the world's great canyons. The Genbu is a monster feared even by the oni blood royals, for they know that if the creature is ever released from its tomb of black ice far below the Kuril Islands, its rampage would lay waste not only to the Earth-realm, but to the Tatakama and the Black Else as well. In the otherworld, the Genbu is known by its Westernized name "Tarrasque", but no matter the creature's name, it is a living engine of rage and destruction.

The Genbu stands taller than a Tokyo skyscraper, with scales as black as a moonless night. Its skin is rubbery and thick, denser than any man's torso, and when wounded the beast leaks nearly frozen oil. The black tortoise's shell is made of some demon-forged steel, a metal so dense and ancient it seems to suck the world's light into its cold hull. The tortoise's shell is carved into a fanciful array of onion domes, arches and razor edged spines- it is a dark imitation of a human city. Its eyes are urine yellow suns, and occasionally the agonized faces of the lives the creature has ended can be seen screaming in the irises, pounding away against the iris like prisoners against glass.

The Genbu has never awakened in the Earth-realm during recorded history, though some speculate that the Deluge and other world myths of some great cataclysm are tales of the creature's depredations. Stories of the horrors of the Genbu's awakening are passed down from mother to son as cautionary tales among the Tatakama's peoples. According to at least one rumor, the Genbu briefly stirred in his prison after the detonations at Hiroshima and Nagasaki.

Game Rule Information

The Genbu is a reskinned version of the Tarrasque (Bestiary, pg 262), with the following modifications, giving it a horrific predilection for sexual violence. The Genbu is CR 29 due to these additional, deadly powers (6,560,000 XP).

Black Fatherhood (SU)

A fertile, living female creature damaged by the Genbu's spined cock attack must succeed

at a DC FORT Save or become impregnated by the Genbu's horrific spawn. The demonic fetus grows rapidly, bursting from the female's vagina in 1d4 rounds; the female is considered *nauseated* until the birth occurs.

When the birth occurs, the female suffers 2d10 points of temporary STR and CON damage as the demonic child rips free of her pussy in a spray of blood and shredded muscle. The Genbu's child is one of the following CR 11 creatures, chosen from one of the following sources (whichever is most convenient for the GM). This is a conjuration, summoning effect equal to a 20th level spell. Cure disease cast before the demonic pregnancy comes to term aborts it, and ends Black Fatherhood's effect.

- Barbed Devil or Retriever (Bestiary)
- Petit Tarrasque (Nemesis Bestiary, Otherverse Games, 2013)
- Two Ushi-Oni (this sourcebook)

Spined Cock (SU)

The demonic tortoise's black, spined phallus is as hard, massive and unbreakable as an ancient redwood. The gnarled penis is marked by the screaming faces of the creature's thousands of victims. The Genbu can see through every bloodshot eye lining its cock, and can steer the massive weapon through those eyes.

The Genbu receives an additional attack at its highest attack bonus using its spined penis. The Genbu's ignores concealment anything less than total cover when attacking with its spiked penis. This attack is treated as a ranged attack with a maximum range of 500 ft and no range penalties.

+37 spined cock (6d6 +15 piercing, 15-20/x3, 500 ft max range, ignores cover and concealment plus Black Fatherhood)

Rape the World (SP)

As often as once every 1d6+2 rounds, the Genbu can drive its spined cock into the earth to maximum depth, literally fucking the entire planet. The earth heaves and shudders. Doing so allows the Genbu to cast either *earthquake* or *worldwave*, as a 20th level druid, as a standard action.

When the Genbu rapes the world, the sexual pleasure it feels in this strange violation heals the creature, allowing it to recover 2d100 HP if wounded. Any harmful Transmutation effects currently afflicting the Genbu end.

Goro Anabeno - CR 8

Large LE Monstrous Humanoid
XP 4,800
Init +2 **Senses** Perception +14**,** Darkvision 60 ft, scent
Languages Japanese, Korean, English, a few other modern languages, Aklo, Terran and Undercommon

Defensse
AC 22 **Touch** 12 **Flatfooted** 20 (-1 size, +3 DEX, +3 natural, +8 equipment)
HP 10d10 + 60 + 10 hp (125 HP)
FORT +9 **REF** +10 **WILL** +11
Immune STR score drain and damage

Offense
Spd 40 ft
Melee +18 gore (1d10 + 9 slashing) plus +19/+14 killing hammer (2d6 + 9 bludgeoning plus 1d6 fire plus trip)
Spell Like Abiliites (CL 10th – Concentration +12)
At Will – Alter Self (Japanese businessman only)
Special Attacks powerful charge (gore 3d10 + 27 slashing)
Special Qualities Stability

Statistics
Str 28* **Dex** 17* **Con** 23* **Int** 13 **Wis** 18 **Cha** 15
*with belt of physical perfection +2 included
Base Atk +10 **CMB** +20 **CMD** 32 (36 vs trip and bull rush)

Feats Cleave, Great Cleave, Kintaro, Power Attack, Toughness
Skills Knowledge (civics) +6, Knowledge (business) +11, Knowledge (religion) +6, Intimidate +12, Perception +14, Profession (rancher) +9, Swim +14
Gear Killing Hammer (+1 flaming burst warhammer), masterwork plate armor, belt of physical perfection +2 (as modern men's black leather dress belt)

Ecology
Environment usually lurking in his estate in the Mie Prefecture of Japan
Organization accompanied by bodyguards and summoned horrors
Treasure double standard, including combat gear

Special Abilities

Killing Hammer (EX)
Akabeko carries a long handled **+1 Flaming Burst hammer** with him when venturing into battle- used to break the necks of cattle since the late 1800s. Akabeko can attempt a trip attack on any target hit by the hammer as a free action; this trip attack does not provoke attacks of opportunity. The impressive, wrought iron hammer steams faintly and always smells of burning beef.

Kintaro (SU)
Once per day, as an immediate action, Akabeko can increase his STR score by 10 points for one round. This temporary enhancement stacks with other forms of enhancement for the duration of the effect. As a result of his Kintaro heritage, Goro Akabeko is immune to STR drain or STR damage.

Stability (EX)
Goro Akabeko receives a +4 racial bonus to CMD when resisting trip and bull rush attempts.

Roleplaying
Mr. Akabeko owns the Ukemochi Ranch and nearby Golden Ranch Petting Zoo, the world's largest producer of cattle-Anthro beef in the world. Goro Akabeko presents the face of genial, pudgy Japanese man in his late 50s to the world, hiding his true nature behind illusion. He is a beloved figure in his hometown of Tsu, making generous donations to local schools and pro-am football leagues, as well as making the Golden Ranch Petting Zoo available to the children of a dozen surrounding communities. He usually appears with rolled up sleeves and chainsmokes incessantly, and at least according to the business news, his employees love and revere him. Even the cattle-girls he regularly

kills and butchers love and respect the man as a kind of gruff but fair father figure.

Akabeko's real form is a minotaur like monstrosity fully nine feet tall and weighing nearly ¾ a ton. In his true shape, Akabeko wears a heavily modified form of samurai great armor, fashioned from the armored plating of an American Abrams main battle tank sidelined during the first Gulf War, and lacquered a shining red. His horns arch upward from the crown of his snarling face, stretching farther than the handle of his warhammer. Akabeko celebrates his wealth by adorning his curving, razor-edged horns with golden rings. He never is farther than arm's length from the impressive warhammer he calls "*Cattle Crusher*". His father and grandfather both carried this weapon into battle and Akabeko maintains the tradition. Never mind that he disemboweled his father to earn the right to carry the hammer and that he fully expects his own son to do the same to him within the next few years….

Gothic Paladin – CR 5

Medium LG Human Paladin 6
XP 1,600
Init +1 **Senses** Perception +2
Languages Celestial, Draconic, English, Japanese
Aura Aura of Courage (10 ft, allies gain a +4 morale bonus on saves vs. fear), Aura of Good

Defense
AC 18 **Touch** 11 **Flatfooted** 17 (+1 DEX, +7 armor)
HP 6d10 + 12 hp (50 HP)
FORT +10 **REF** +6 **WILL** +10
Immune disease, fear

Offense
Spd 30 ft
Melee +10/+5 courageous bastard sword (1d10+3 slashing, 19-20/x2)
Channel Energy 3d6 consumes two uses of lay on hands

Lay On Hands 3d6 plus *fatigued* or *diseased*/six times daily
Special Qualities Divine Bond, Divine Grace, Divine Health
Spellcasting (CL 3rd Concentration +6)
Second (prepared) – Zone of Truth (W-DC 15)
First (prepared) – Divine Favor, Lesser Restoration

Spell-Like Abilities (CL 6th Concentration +9)
At Will – Detect Evil
3x/day – Protection From Evil

Statistics
Str 16 **Dex** 12 **Con** 15 **Int** 12 **Wis** 14 **Cha** 17
Base Atk +6 **CMB** +9/+11 sunder **CMD** 20
Feats Cleave, Improved Sunder, Power Attack
Skills Diplomacy +12, Heal +11, Knowledge (civics) +7, Knowledge (religion) +10, Sense Motive +7
Gear +1 courageous bastard sword, mwk. chainmail, smart phone, holy symbol (silver amulet of the Virgin Mary), nun's vestments (usually kept in the moped's cargo pod when adventuring), moped

Ecology
Environment any urban (nocturnal)
Organization solitary
Treasure standard (including gear)

Special Abilities

Smite Evil (SU)

Twice per day, the Gothic Paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the Gothic Paladin chooses one target within sight to smite. If the target is evil, the Gothic Paladin adds her CHA bonus (+3) to attack rolls and her paladin level (+6) to all damage rolls made against the target of her smite.

If the target of the smite is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 12 points. Regardless of the target, smite evil attacks automatically bypass any DR the creature may possess.

In addition, while smite evil is in effect, the paladin gains a +3 deflection bonus to AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time the Gothic Paladin rests and regains her uses of this ability.

Young Saint (SU)

The Gothic Paladin has the potential to be numbered among the Church's greatest saints, if she can live up to her divine potential. As long as she maintains a Lawful Good alignment, she may use *protection from evil* as a spell-like ability three times per day.

Roleplaying

The Gothic Paladin is a young and very committed nun serving the Dejima Cathedral at Nagasaki. But unlike her less courageous, less militant sisters of the habit, the Gothic Paladin's duties don't stop at assisting the priest with mass, educating children at the parochial school or delivering Communion to the elderly. From childhood, she felt the call to battle- to protect Japan's innocents, whether they be Catholic, Buddhist or Shinto practitioners, from the powers of Hell.

As a result, the Gothic Paladin might be found anywhere within Black Japan's borders, fighting the good fight. Her holy orders are more liberal than typical for a nun- she has privileges and powers other nuns lack- she may perform the Mass, and she may marry and bear children, though she remains chaste and monogamous. Right now, her crusade is more critical to her than her romantic life.

Goryohime Summoner - CR 2

Medium NG Gyaru Undead (Goryohime) Summoner 3
XP 800
Init +1 **Senses** Lowlight vision, Perception +1

Languages Abyssal, Celestial, English, Japanese

Defense
AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 armor)
HP 3d8 +9 hp (26 HP)
FORT +1 **REF** +2 **WILL** +4
Immune undead immunities
Channel Resistance 3

Offense
Spd 30 ft
Melee +2 unarmed strike (1d4 non-lethal, 20/x2)
Ranged +3 derringer (2d6 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal)
Special Qualities Bond Senses, Life Link
Spellcasting (CL 3rd Concentration +9)
Zero Level – acid splash (F-DC 14), daze (W-DC 14), detect magic, light, mage hand, mending
First Level – (four slots) daze monster (W-DC 15), mage armor, protection from evil, rejuvenate eidolon (lesser)
Spell-like Abilities (CL 3rd, Concentration +9)
6x/day – *Summon Monster* II (or any lower level *Summon* spell)

Statistics
Str 11 **Dex** 13 **Con - Int** 14 **Wis** 13 **Cha** 16
Base Atk +2 **CMB** +2 **CMD** 13
Feats Augment Summoning, Spell Focus (conjuration), Personal Firearms Proficiency
Skills Bluff +6, Knowledge (arcana) +7, Knowledge (pop culture, the planes) both at +6, Spellcraft +9, Use Magic Device +9
Gear derringer and 6x additional rounds, fashionable purse, smart phone, *Hanging Academy Uniform,* 2x *Gyaru Eyelashes*, 1x can of *Already Dead Coffee*

Ecology
Environment any urban
Organization usually solitary, sometimes accompanied by other Gyaru Goryohime
Treasure non-standard (combat gear)

Special Abilities

Eased Passage Between Life and Death (SU)

Goryohime have died once, and orgasmed messily as they perished. They have no fear of dying again. Goryohime never lose a level for being raised from the dead or resurrected. They always return to existence as a Goryohime, however. Reincarnation has no effect on a Guyrohime.

If the Guyrohime casts *raise dead* or *resurrection* (or similar magic) to benefit another creature, that creature returns to life without suffering level loss or CON loss.

Gal Circle (SU)

Gyaru are at their best when accompanied by a sister; they form cute little covens called ‘gal circles’ when needed. A Gyaru character receives a +1 morale bonus on WILL and REF Saves for every other allied Gyaru character within 100 ft (maximum +5 bonus).

Noose Dreams (SU)

Goryohime receive a +4 racial bonus on Spellcraft checks made specifically to identify magic items from the Necromancy school.

Eidolon

The Goryohime Summoner’s Eidolon is a roughly humanoid beast of bone white plastic and inhumanly wasp-like proportions. It resembles the stylized mannequins of a high-end fashion boutique, with a blankly terrifying yet feminine face. When summoned, this strange eidolon appears in Gothic Lolita fashions, which become tattered ebony rags as it (she?) fights. The Eidolon appears and vanishes in a cloud of black smoke and raven’s feathers.

Hit Dice 3d10 hp (17 HP)
Size Medium **Speed** 30 ft **AC** 15 (+1 DEX, +4 natural armor)
Senses Darkvision, Perception +6
Saves FORT +4 REF +2 WILL +3
Attacks +6 two claws (+3 1d4 slashing plus pull, 20/x2, 10 ft reach)
Ability Scores STR 17 DEX 13 CON 12 INT 7 WIS 10 CHA 11
Skills Climb +9, Intimidate +6, Stealth +7, Perception +6
Feats Blindfight, Power Attack
Special Qualities Bond Senses, Evasion, Life Link, Share Spells
Evolutions claws, frightful presence (W-DC 11), limbs (arms), limbs (legs), pull (claws), reach (claws)

Roleplaying

The Goryohime Summoner is a recent graduate of the Hanging Academy, who still sometimes wears her old school uniform proudly. She's a fixture of Black Tokyo's occult underworld, and she makes a living as an intermediary and mercenary, though she has no interest in knowingly working for those bastards in the Akaname (and remains completely unaware of the machinations of undead uber-predators like The Dofuku or Miidera). To mortal eyes, she is a vivacious girl in her mid 20s, on the cutting edge of fashion. She has only recently became undead, and is still weak- still thinks like a 'breather'. She has relatively few occult connections outside her *alma mater,* and at this point in her career, her most dependable companion is the fashion eidolon she summons from her nightmares.

H Child - CR 8

Small NE Fey
XP 25,600
Init +4 **Senses** Darkvision 60 ft, lowlight vision, Perception +1
Languages Infernal, Japanese, Sylvan
Aura WILL Sapping Aura (30 ft, -4 penalty on WILL Saves and Sense Motive checks)

Defense
AC 21 **Touch** 20 **Flatfooted** 16 (+1 size, +4 DEX, +1 dodge, +1 armor, +4 luck)
HP 13d6 - 13 hp (33 HP)
FORT +3 **REF** +11 **WILL** +8
Vulnerable Pleasure

Offense
Spd 30 ft Climb 30 ft
Melee +5 pleasuring touch (2d4+4 pleasure, 20/x3)
Spell-Like Abilities
(CL 13th Concentration +17)
At Will – Demean (W-DC 15)[E]
- Quick Cum (W-DC 15)[E]
- Suggestion (W-DC 16)

3x/day – Major Image (W-DC 17)
1x/day – Deadly Pleasures (W-DC 18)[E]
[E]= *spell described fully in Enchantments of Black Tokyo*

Statistics
Str 9 **Dex** 18 **Con** 9 **Int** 14 **Wis** 12 **Cha** 18
Base Atk +6 **CMB** +5 **CMD** 22
Feats Acrobatic Steps, Combat Reflexes, Defensive Combat Training, Dodge, Mobility, Nimble Moves, Super Kawaii
Skills Acrobatics +10, Bluff +15, Computer Use +7, Disguise +15 (+35 to pass for human child), Knowledge (behavioral sciences, local, popular culture) all at +13, Linguistics +12, Perform (sexual) +12, Sense Motive +12
Gear school uniform, backpack, smart phone

Ecology
Environment any urban
Organization always solitary, or accompanying her 'patron' or a human victim she has befriended
Treasure standard

Special Abilities

Child's Body (SU)

The H Child receives a +20 racial bonus on Disguise checks made to pass for a human child. If a good aligned character who has not successfully penetrated the H Child's Disguise attacks the H Child, he must succeed at a DC 21 WILL Save. If the save fails, the attack does not occur, as the attacker stands shaken by the

prospect of violence against a child, but the action is wasted.

Each attacker must succeed at the save on their own; even being told of the H Child's nature by an ally does not break this effect until an attacker sees through the disguise on their own. If advised by an especially trusted ally who has penetrated the H Child's disguise, a character receives a +4 circumstance bonus on this WILL Save.

This ability does not provide the H Child any special defense against area effect attacks that do not specifically target her.

Pleasuring Touch (SU)

The H Child resolves melee attacks as simple touch attacks, inflicting Pleasure damage. Though she can generate deadly Pleasure attacks, she herself is vulnerable to similar effects.

Will Sapping Aura (SU)

The H Child's presence weakens will power and discernment. All creatures within 30 ft of the H Child suffer a -4 penalty on WILL Saving throws and Sense Motive checks. The H Child can suppress or resume this aura as a free action.

Roleplaying

Pedophiles with the money or occult connections necessary to do so, can summon an H Child as a kind of mystical hunting dog. Resembling a beautiful young Japanese girl, dressed in fine and vaguely age-inappropriate clothes, an H Child is a cunning and deceptive urban predator. Those who summon an H Child to capture a particular human child know that it will be a long process, more a courtship than a hunt. The H Child will create a false life for herself, and befriend the human victim (always a girl), gaining her love and trust over several school semesters. After all, if the pedophile merely wanted to take a child by force, he could have done it himself far more easily than summoning and binding an H Child.

Slowly, the H Child will tempt the girl into sexual experimentation- first with the H Child herself, and eventually with the mortal pedophile who summoned her. H Children describe themselves as missionaries of the joy and wonder of sexual submission to an older man. They rationalize their lies, predations and pedophiliac grooming as ultimately benefiting the child…even if the pedophile who summoned them ultimately murders their paramour when they finally tire of them.

H Children can easily pass for human children, and are intelligent and meticulous enough to craft a well constructed false identity and school history. They can go unnoticed in the Japanese school system for months at a time, either using their illusions to stand in for parents or relying on the cooperation of the pedophile occultist who summoned them. They are friendly, studious and charming. Their only quirk is that they often wear a heavy leather and brass collar or velvet choker. To the child they have been summoned to capture, and to her only, the H Child will explain that they wear the collar as a symbol of their submission to a wonderful, kind master…. A master they would really love to introduce the child to, maybe after school today?

Harionago - CR 8

Medium CE Undead
XP 4,800
Init +6 **Senses** Darkvision 60 ft, Perception +11
Languages Japanese, Infernal

Defense
AC 25 **Touch** 17
Flatfooted 18 (+6 DEX, +8 natural, +1 dodge)
HP 10d8 hp (45 HP)
FORT +3 **REF** +9
WILL +8
Immune undead traits

Offense
Spd 30 ft
Melee +14/+9 red tendril (2d4+2 slashing, 19-20/x2 plus paralysis 1d4 minutes (DC 18 FORT negates) plus disarm and trip)
Special Attacks paralysis 1d4 minutes, FORT DC 18 negates

Statistics
Str 12 **Dex** 22 **Con - Int** 14 **Wis** 12 **Cha** 10
Base Atk +7 **CMB** +13 (see text) **CMD** 24
Feats Agile Maneuvers, Combat Reflexes, Dodge, Mobility, Weapon Finesse (red tendril)
Skills Acrobatics +16, Climb +11, Intimidate +10, Knowledge (streetwise) +12, Stealth+16, Perception +11

Ecology
Environment any urban
Organization solitary or accompanied by 1d6 ghouls
Treasure standard

Special Abilities

Create Spawn (SU)

Any humanoid creature slain by a Harionago rises as a ghoul in 1d4 rounds, under the Harionago's control. A female humanoid slain by the Harionago rises instead as another, uncontrolled Harionago in 1d4 rounds instead. This spawn is instinctively hostile towards its creator.

Red Nooses (SU)

The Harionago's hair reaches out like a thousand greedy hands to snare its victims. When making a Combat Maneuver check to begin a grapple, the Harionago rolls 3D20 and takes the best result out of the three dice.

Red Tendrils (SU)

The Harionago's long strands of bloody hair are treated as **+1 keen spiked chain,** except the weapon cannot be disarmed. If the weapon is sundered, the Harionago can create a new weapon from her hair as a swift action.

Paralyzing Touch (SU)

The Harionago's bloody hair can paralyze a creature with a touch. An opponent damaged by the Harionago's red tendril must succeed at a DC 18 FORT Save or become *paralyzed* for 1d4 minutes.

Roleplaying

As she died, blood from a slit throat soaked her hair, the fluid of life and the power of death twining around every strand. The Harionago is the ghost of a murdered woman, who relishes her undead state, who enjoys the power of the Black Else. A creature who willingly consorts with the dead, the Harionago is a necromancer priestess. She is a soul corrupted by the horror of her murder, by the sights she's seen and the trials she's experienced among the dead.

Harionago are deadly pale creatures, and like all corpses, their nails and hair have continued to grow in death. Instead of eyes, their sockets are filled with tangles of bloody hair and broken fingernails. Their pubic thatch is a bloody jungle, dripping coppery liquid and black urine. They have long, bloody hair the color of fire, which moves with a malign intelligence of its own.

Hell's Maid - CR 3

Medium LE Outsider (devil, evil, extraplanar, lawful)
XP 800
Init +7 **Senses** Perception +9, See in Darkness

Languages Infernal, Japanese, Telepathy 100 ft

Defense
AC 15 **Touch** 15 **Flatfooted** 12 (+3 DEX, +2 deflection)
HP 4d10 + 4 hp (22HP)
FORT +2 **REF** +7 **WILL** +6
Immune Fire, Poison
Resist Acid 10, Cold 10

Offense
Spd 30 ft
Melee +4 dagger (1d4 slashing, 19-20/x2)
Ranged +7 fire bolt (1d4 fire, 50 ft range increment)
Spell-Like Abilities (CL 1st Concentration +4)
At Will – Cantrips (most commonly: Bleed, Daze, Lullaby, Mending, Ray of Enfeeblement, Prestidigitation; DC 13 for all)
1x/day - Summon (level 1, one Hell Maid 90%)

Statistics
Str 11 **Dex** 17 **Con** 13 **Int** 12 **Wis** 15 **Cha** 16
Base Atk +4 **CMB** +7 **CMD** 17
Feats Agile Maneuvers, Improved Initiative
Skills Acrobatics +10, Bluff +10, Diplomacy +10, Knowledge (the planes) +8, Perception +9, Sense Motive +9, Stealth +10
Gear dagger, ring of protection +2

Ecology
Environment any urban (extraplanar)
Organization solitary or household (3-6, often in the service of a more powerful devil or *oni* lord or lady)
Treasure standard (including combat gear)

Special Abilities

Cantrip Mastery (SP)

The Hell's Maid makes good use of extremely low level spells. She knows all non-

damage dealing 0 level spells from all spell-lists. These spells are considered arcane when cast by a Hell's Maid. Each day, the Hell's Maid selects 6 different cantrips that she can cast at will that day. She cannot prepare cantrips that inflict direct damage.

Patient Service (SU)

If the Hell's Maid makes no standard or attack actions during a round, an allied devil within 30 ft recovers a number of hit points equal to the Hell's Maid CHA modifier (3 HP) if wounded. Excess healing are gained as temporary HP which remain for 1 minute. The Hit Points are gained immediately after the Hell's Maid turn ends.

Roleplaying

Hell's Maids are attractive and well mannered devilish women, with pale crimson skin and short, dark horns at their hairline. They are dressed in starched servants' uniforms, decorated with elaborate lace and ruffles. They wear hoop skirts and *medio* well, and have an almost perpetual expression of polite disinterest. Large staffs of Hell's Maid serve as the personal assistants, valets and sexual playthings of wealthy Amakaze occultists. Ownership of a century contract for a Hell Maid's service is a mark of prestige among Black Japan's most decadent occultists.

Hibagon Oni - CR 3

Large CE Monstrous Humanoid
XP 800
Init -1 **Senses** Darkvision 60 ft, Perception +4
Languages Aklo, Japanese

Defense

AC 12 **Touch** 8 **Flatfooted** 12 (-1 size, -1 DEX, +2 natural, +4 equipment)
HP 4d10 + 12 hp (34 HP)
FORT +6 **REF** +3 **WILL** +2
Immune starvation, thirst, suffocation/drowning

Offense

Spd 40 ft
Melee +9 greatclub (1d12+6 bludgeoning, 20/x2)
Ranged +3 frag grenade (3d6 slashing, 5 ft burst radius)

Statistics

Str 21 **Dex** 8 **Con** 15 **Int** 7 **Wis** 10 **Cha** 7
Base Atk +4 **CMB** +10 **CMD** 19
Feats Drippings of Stone (B), Improved Grapple (B), Light Armor Proficiency, Martial Weapons Proficiency, Medium Armor Proficiency, Simple Weapons Proficiency, Toughness, Weapon Focus (great club)
Skills Intimidate +2, Stealth +2, Perception +4
Gear hide armor, wooden great-club.

Hibagon in the modern world often adopt military weapons, and favor simple, self explanatory devices. This Hibagon has a supply of 3x fragmentation grenades, 2x teargas grenades and 1x smoke grenade in a belt satchel.

Ecology

Environment any forest (Japan or the Tatakama)
Organization solitary, pair or war-party (6-8 plus one 3rd level barbarian chief)
Treasure standard (including gear)

Special Abilities

Drippings of Stone (SU)

Hibagon Oni can turn their victims into eternally screaming stone statues by coming inside them. Up to three times per day, the Hibagon Oni's cum becomes a river of liquid stone that stinks like wet dirt.

Any creature the Hibagon Oni is currently having sex with must attempt a DC 16 FORT Save to be turned to stone, starting with their genitals. Creatures in squares adjacent to the Hibagon Oni's lover must attempt a DC 12 FORT Save or suffer the same fate.

Rapefeeder (SU)

The Hibagon Oni is the subject of dark legends, and the worst reports of these creatures behavior are true. If anything, the stories fail to capture the true horror of the creature.

Each day, the Hibagon must torture, rape and eventually murder any sentient humanoid with an INT score of 5 or greater. So long as the oni commits atrocities on hell's exacting schedule, he has no need of food, water or oxygen, becoming immune to starvation, thirst and suffocation. If the oni fails to commit an atrocity each day, he is subject to normal mortal limitations, and remains so for a month after the daily murders resume.

Roleplaying

The Hibagon Oni control the Black Else's forests; the trees echo with the screams of their victims. They are rapists and murderers, cannibals and bullies, honorless barbarian warriors of prodigious strength and bestial cunning. The Hibagon have no redeeming features- their souls are as terrifyingly twisted as their bodies. Its said they need no food and no water- just victims to torture and rape. They are the Black Else's shock commandos, fanatically dangerous suicide troops utterly without fear or mercy.

The Hibagon Oni is a hulking, red skinned behemoth which usually stands at least 12 ft tall at the shoulder. They walk hunched over, with ape like arms which drag across the ground, and are usually nude save for their weapons. Their bodies are covered in a carpet of lice ridden, filth encrusted brown fur.

Their faces are horrors from the depth of hell. They have massive jaws filled with rotting tusks. Three slited orange eyes are stacked one atop the other, and the creatures have a four chambered nostril which only adds to their terrifying, freakish appearance. They carry hand-sculpted *tetsubos*, which they carve to resemble giant spiked cocks. .

Hidari Body - CR 1

Small NE Construct
XP 400
Init +3 **Senses** Blindsense 90 ft, Perception -5
Languages understands Japanese but cannot speak

Defense
AC 16 **Touch** 14 **Flatfooted** 13 (+1 size, +3 DEX, +2 natural)
HP 2d10 + 10 hp (21 HP)
FORT +0 **REF** +3 **WILL** -5
Immune construct immunities, visual effects (blind), bludgeoning damage
Vulnerable Pleasure

Offense
Spd 5 ft
Melee +3 slam (1d4+1 bludgeoning plus grab)
Special Qualities Freeze (sex toy)

Statistics
Str 13 **Dex** 16 **Con - Int** 2 **Wis** 1 **Cha** 1
Base Atk +2 **CMB** +2 **CMD** 15 (cannot be tripped)

Ecology
Environment any urban
Organization solitary
Treasure incidental

Special Abilities

Carnal Grapple (SU)
The Hidari Body receives a +10 profane bonus on Combat Maneuver checks made to grapple, if the target is a heterosexual, male humanoid or monstrous humanoid.

Shocking Pounce (SU)
On the first round of combat, the Hidari Body may drop its freeze quality and move up to 50 ft as a standard action as well as making a single melee attack.

Woman Trapped Within (SU)
The Hidari Body is created from a woman's soul, trapped within the latex and giving the construct its life and dim, hungry intelligence. It is designed to prey on heterosexual men; sexual penetration of the Hidari Body by a male inflicts 1d12 points of Pleasure damage during the act, but is considered sex with a living, consenting partner for the purpose of sexually oriented powers and abilities.

The Hidari Body must inflict at least 5 points of Pleasure damage on a male creature per week in this manner, or permanently lose 1d6 points of DEX for each week it fails to 'feed'. If reduced to 0 DEX, the Hidari Body becomes a non-magical, mundane sex toy, freeing the soul shard trapped within.

Roleplaying
The Hidari Body looks like an ordinary, if upper echelon, latex sex doll-torso. But the soft polymer skin has an uncanny warmth, and the full, latex breasts occasionally swell and pulse. Is

it breathing? Is it somehow alive? It warms to the touch pleasingly, and seems to wriggle and tighten around a cock exploring its insides, even drips with slimy girl-cum more subtle and silky than even the finest artificial lube.

The Hidari Body is a construct that hides its cruel origins behind an erotic façade. To create such a thing, the soul of a woman must be ripped from her body and slammed into a specially prepared and anointed sex doll, in act of occult misogyny. The woman's soul is trapped within a cloister of latex, stripped of her limbs (mobility and freedom), face (identity), and eyes (relation to the world) and her free will. She becomes a hungry, nymphomaniac predator, greedy for semen, dependant on the male for life itself, and willing to kill pleasurably to get what she requires.

Construction

Try as they might, mortal spellcasters have not learned the creation of Hidari Body servitors. Oni flesh-sculptors guard the construction methods closely, and the fact that so many elder oni lords take pride in their collection of Hidari slaves is the main reason that Eyrines Sisters will often choose suicide over capture by oni-spawn.

Ho-Masubi - CR 11

Large CE Undead (fire)
XP 12,800
Init +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +22
Languages Giant, Ignan, Infernal, Japanese

Defense
AC 22 **Touch** 8 **Flatfooted** 22 (-1 size, -1 DEX, +9 armor, +5 natural)
HP 16d8 + 80 hp (152 HP)
FORT +9 **REF** +4 **WILL** +13
Immune Fire, Undead Immunities
Channel Resistance +4
Vulnerable Cold

Offense
Spd 40 ft
Melee +24/+19/+14 flaming burst katana (1d10+10 slashing plus 1d6 fire, 18-20/x2)
Special Attacks Parody of Seppaku (30 ft cone, 16d6 fire, REF DC 22 half)
Special Qualities Fire Eater, Heat
Spell-Like Abilities
(CL 16th Concentration +20)
3x/day – Fireball (R-DC 17)
1x/day – Quickened Fireball (R-DC 17)
- Fire Storm (R-DC 21)

Statistics
Str 31 **Dex** 8 **Con - Int** 12 **Wis** 17 **Cha** 18
Base Atk +12 **CMB** +23/+25 bullrush & sunder
CMD 32
Feats Cleave, Great Cleave, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Toughness
Skills Craft (blacksmith) +20, Intimidate +23, Knowledge (religion, the planes) +20, Perception +22
Gear +3 flaming burst katana, mwk. o-yoroi

Ecology
Environment any (found only throughout the Tatakama and Black Japan, only rarely found elsewhere in Asia, virtually unknown in the Western Hemisphere)

Organization always solitary
Treasure double standard (including gear)

Special Abilities

Fire Eater (SU)

The Ho-Masubi recovers 1 HP per point of damage that a Fire effect would normally inflict. This cannot take the Ho-Masubi past his full normal Hit Point total.

If any spell, supernatural or spell -like ability with the Fire descriptor is cast within 30 ft of the Ho-Masubi, there is a 75% chance that the creature becomes the spell's target, regardless of the caster's intention. If the Fire effect is an area effect, the Ho-Masubi is considered the epicenter of the effect. Flames seem to twist and flow, absorbed by the burning shrine carried on the monster's back. The Ho-Masubi's Fire Eater quality does not apply to its own spell-like abilities (though he can choose to be caught in the blast radius of his own fireballs, however.)

Heat (SU)

An angered Ho-Masubi generates heat so intense that anything touching its body takes 10d6 points of fire damage. Creatures striking a Ho-Masubi with natural weapons or unarmed strikes are subject to this damaged, but those attacking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a Ho-Masubi is allowed a DC 22 FORT Save to avoid taking damage. The Save DC is CHA-based.

Increase the heat damage to 10d10 points of fire damage and the FORT Save to DC 25 for one round after the Ho-Masubi takes damaged from channeled positive energy.

Parody of Seppaku (SU)

As a full round action, the Ho-Masubi can draw his katana across his pendulous, burning abdomen. Doing so automatically inflicts 1d10+10 points of slashing damage on the Ho-Masubi, but he immediately recovers 1d10 HP due to his blade's fire damage. In addition, all creatures within a 30 ft cone suffer 16d6 points of fire damage (REF DC 22 half). This ability functions much the same as a breath weapon.

Roleplaying

Izanami died giving birth to fire.

The Fire-Son was to be Ho-Masubi, but his enraged and grieving father murdered the newborn god within moments of his first breath. He sliced the Fire-Son into many pieces- the legend says eight equal parts, but there were far more bloody pieces than just eight.

Ho-Masubi are the hulking, mad and loathsome remnants of the murdered Fire-Son. These giant undead exist only to burn; to burn homes and forests, to burn hope, to burn worlds, and eventually, to burn the Great Tree Yggrysadyl to ash. Driven by endless rage, their form reflects their hate. Ho-Masubi are massive, corpse grey *oni* dressed in a parody of a samurai's great armor. Their hypertrophied arms split into two deadly forearms at the elbow, and their belly, groin and extremities burn endlessly with the magma-like flames that course through their corpses. Ho-Masubi carry a small Shinto shrine upon their back, lashed to them, that burns with plasma hotter than the heart of the sun.

Despite their insanity and brute appearance, Ho-Masubi are shockingly intelligent, though they will often play the role of dumb brute to gain an advantage. When they do choose to converse, they are as well versed in religion as any scholar, and know the nature of the multiverse better than any occultist. Few ever see this side of them, as Ho-Masubi spend most of their miserable existences wreaking havoc.

The fire-shrouded undead are rare in the Earth Realm. There's rumors that the **Amakaze** have a handful of Ho-Masubi minions kept in deep cryo-stasis, ready to be unleashed at a moment's notice, teleported anywhere in the world by high level tactical mages. If this is true, the Amakaze own something far more destructive than any modern nuclear warhead…..

Hyakki Yokai Bargirl - CR 2

Medium CN Monstrous Humanoid (chaotic, Hyakki Yokai) Bard 3
XP 600
Init +1 **Senses** Lowlight vision, Darkvision 60 ft, Perception +
Languages English, Japanese, Tagalog

Defense

AC 11 **Touch** 11 **Flatfooted** 10 (+1 DEX)
HP 3d8 + 6 hp (HP)
FORT +2 **REF** +4 **WILL** +2
Immune charm and compulsion effects
Weaknesses -4 on WILL saves vs. illusions

Offense

Spd 30 ft
Melee +3 unarmed strike (1d4+1 non-lethal, 20/x2)
Ranged +3 derringer (2d6 ballistic, 20/x2, 10 ft range increment, 2 internal)
Special Qualities Bardic Knowledge +1, Bardic Performance (W-DC 14 where applicable) (countersong, distraction, fascinate, inspire courage +1, inspire competence +2, versatile performance: Sing for Bluff and Sense Motive, well-versed)
Spellcasting (CL 3rd Concentration +7)
Zero Level –Ghost Sound, Impudent Little Tongue[E], Lullaby (W-DC 13), Lustglimmer[E], Pretty Orgasm[E], Resistance
First Level – (4 slots) Charm Person, Demean (W-DC 14)[E], Disguise Self, Night's Lust[E]
[E]= new spell described fully in Enchantments of Black Tokyo

Statistics

Str 13 **Dex** 13 **Con** 15 **Int** 10 **Wis** 9 **Cha** 17

Base Atk +2 **CMB** +3 **CMD** 14

Feats Deceitful, Extra Performance, Personal Firearms Proficiency

Skills Bluff +9, Knowledge (local) +5, Perform (sing) +7, Sleight of Hand +5, Spellcraft +7, Stealth +5

Gear Adoration Smoke x3[E], Safe Wipe x3[E], potion of *alter self*, derringer and speedloader, 6 rounds, smart phone

[E]= *new item described fully in Enchantments of Black Tokyo*

Ecology

Environment any urban

Organization usually solitary (they're up to no good if encountered in a pair)

Treasure standard (including gear)

Special Abilities

Bardic Performance (SU)

The Hyakki Yokai Bargirl may use up to 17 rounds of bardic performance per day. She most commonly uses fascinate to distract already impaired drinkers and either seduces them into the fuck of their lives or rifles their pockets. Usually both.

Divided Minds (EX)

The Hyakki Yokai Bargirl are immune to charm and compulsion effects. They suffer a +4 racial bonus on saving throws aga
inst Death effects, but suffer a -4 racial penalty on saving throws against illusion effects.

"I Must Retire, So Sorry!" (EX)

Standard Hyakki Yokai racial ability, see racial write-up.

Roleplaying

The Hyakki Yokai Bargirl is a low bottom occult prostitute and pickpocket. To look at her, you'd assume she is a pretty, hard-drinking and somewhat disheveled Japanese woman of about 25 or so, blouse unbuttoned and small dark nipples spilling out in her drunkenness. She sing beautifully and flirts with every man (and most of the other women) in whatever neon-lit and smoke shrouded bar she finds herself in. Ask any of the regulars, she's a local whore who supplements her income singing on stage, or maybe she's a local singer who supplements her income by whoring. Depends on who you ask.

In reality, the bargirl's smooth, ivory skin is hollow. When she's alone, her breasts and belly split open on previously invisible scenes. Out crawl hundreds of small, mischievous gremlins called *yokai.* They climb out to stretch their legs, drink themselves stupid and repair the skinsuit they've built in the shape of a woman. Hyakki Yokai are relatively harmless, as *oni* go. They prefer cheap beer and sake to blood, and their small-time scams usually just trick a victim out of a few thousand yen, rather than life or limb.

The Hyakki Yokai are a playable race, newly introduced to the Black Tokyo campaign setting. We'll take a brief break from the bestiary to introduce this quirky new race.

The Hyakki Yokai

Medium Monstrous Humanoid (chaotic)

The Hyakki Yokai is the *Demon's Night Parade*, a subject celebrated in art and folklore since the 16th Century. Demons still have parades in the modern era, and throughout the Tatakama, and while the most powerful and rapacious demons burn, pillage and plunder jubilantly during their holiday, the smaller and more benevolent *yokai* enjoy their nights out in a more subtle fashion.

Sometime during the late 19th Century, the smallest and puniest demons of the Tatakama hit upon the ingenious idea of manufacturing a clockwork and steam powered skinsuit made of leather, bronze and bamboo in the shape of a human. The *yokai* built their skin-vehicles in female shape because they figured human females had more fun- the perverse little yokai actually enjoy the torments of misogyny, social oppression and the occasional rape. So attired, a crew of several dozen little demons could enjoy a night in the human realm without attracting too much attention- they could dance, sing, drink, fuck and break things without exorcists or demon hunters being any the wiser.

Today's *yokai* manufacture even more impressive and lifelike skinsuits, and still use their human-shaped disguises to get up to mischief. Modern yokai crews (up to 108 little demons working busily to steer their suits) are smart enough to come up with false identities, school and work records for their fake humans, but still build their skinsuits in exclusively female form out of tradition. (Yokai who build a skinsuit with intersex or futanari traits are thought of, simultaneously, as unspeakably perverse and also unbeatably creative among their own kind.)

Appearance

Hyakki Yokai can pass for ordinary mortal humans even under the most minute scrutiny. They can pass as humans even during the height of sexual passion, and only are revealed as demon mechanisms upon a full autopsy. Most Hyakki Yokai dress messily and have long, tangled hair, worn haphazardly. They are scattered, and spend most of their money on beer and sake, and it shows in their ragged, thrift store clothing and badly maintained equipment.

When the crew exits the skin suit, to make repairs or simply to stretch their legs, the previously solid flesh splits apart on cunningly hidden seams. The brass, bamboo and clockwork inner workings become obvious, as do control panels, motivator-treadmills and other devices used by the little Yokai to control their woman-mecha. In their partially disassembled state, it is very hard to see how the masquerade ever fooled anyone, but when the suit is sealed and active, the deception is incredibly plausible.

Reproduction and Biology

Hyakki Yokai really enjoy sex, the kinkier and messier the better. However, as artificial creations, Hyakki Yokai cannot

Species	Size and Type	What Are They, Really?
Hyakki Yokai	Medium Monstrous Humanoid	Dozens of little monsters wearing a girl-suit

reproduce, at least not birthing human babies. The *yokai* crew inside can and do reproduce, producing short lived new crewmembers to replace fallen little monsters. When a Hyakki Yokai skinsuit takes damage, it bleeds fake blood, but injuries to the monsters inside are very real. A solid swipe of a blade might kill 3-4 individual *yokai*, though the crew as a whole continues on unharmed.

A Hyakki Yokai 'dies' when its skinsuit mechanisms are too damaged to move or function and a majority of its demonic crew are slain. Those little yokai who survive the disaster promptly run away, no more important to the ongoing story than the surviving remnants of a destroyed swarm. A single casting of *raise dead* will restore a Hyakki Yokai to life, resurrecting a skeleton crew of yokai pilots and restoring the bronze and leather mechanisms that allow the hollow woman to move and live.

Alignment

Hyakki Yokai are chaotic, demonic little creatures. They are quarrelsome, undisciplined, deceitful, greedy and kleptomaniacal. On a more positive note, they can be suicidal brave, loyal to their friends unto death and far beyond, creative, impudently insightful and generous, and generally fun to have around at a party. In all the history of the realms, there has never been a truly lawful or pious Hyakki Yokai.

Few of these creatures are introspective enough to be truly religious, but most might offer a sacrifice or prayer when they're scared or in thanks for pulling off some ridiculous scam. They might light incense at the nearest altar or Shinto shrine, regardless of who, what, or why the altar was erected in celebration of.

Lands

Hyakki Yokai are undisciplined and quarrelsome, though amazingly creative and free spirited. In the modern world, they're far more likely to be con women, thieves, gamblers or even the occasional lower-tier Idol singer or AV star than cops, soldiers or samurai. They spend most of their lives roaring drunk, with a bottle (or concealed stash of booze) well in hand.

In the Tatakama, they are most often *burakumin*, and these weird little demons think the lower rungs of society have a lot more fun than the upper. They are often prostitutes, spies and Yakuza gamblers. Few have the discipline necessary to become real geisha, though they may pretend. The Hyakki Yokai far prefer the bustle of modern Black Japan and its techno-toys to the boredom of field life in the Tatakama.

Languages

Hyakki Yokai begin play speaking Japanese (and Common in the Tatakama). Those with high intelligence scores can choose Abyssal, Aklo, Dwarven, Draconic, Goblin, Gnoll, Infernal, Orc or Undercommon as bonus languages. These quirky little creatures prefer to speak the languages of monsters and freaks to more civilized tongues.

Hyakki Yokai Racial Traits

Size and Type

Hyakki Yokai are Medium Monstrous Humanoids with the *chaotic* subtype

As Medium creatures, they receive no special bonus or penalties due to their size. As Monstrous Humanoids, they are immune to effects that specifically target humanoids, such as *Charm Person.*

Normal Speed (EX)

Hyakki Yoaki have a base landspeed of 30 ft.

Ability Score Modifiers

+2 STR, +2 CON, -2 INT.

Hyakki Yokai are durable- the yokai made their false women bodies well, making them strong and tough. The yokai comprising the

'crew' however aren't too bright however, and tend to argue internally when cohesion and quick wits are most needed.

Enhanced Senses

Hyakki Yokai possess lowlight vision and Darkvision with a 60 ft range.

Divided Minds (EX)

Comprised of dozens of individual minds, the Hyakki Yokai are immune to some kinds of magics, and strangely vulnerable to others. Hyakki Yokai are immune to charm and compulsion effects, such as *charm monster* or *dominate monster*.

Hyakki Yokai receive a +4 racial bonus on saves against death effects- their multiple little lives are difficult to snuff out.

However, the creatures are more vulnerable to Illusions, as their individual consciousnesses are easier than normal to fool. Hyakki Yokai suffer a -4 racial penalty on saves against spells or effects from the Illusion school and *fear* effects (yokai tend to be a bit cowardly).

"I Must Retire, So Sorry!" (EX)

Hyakki Yokai are hard partiers, but always demand on actually sleeping alone. When a Hyakki Yokai 'sleeps', the yokai crew open up the skinsuit's chest and back hatches and swarm out for some relaxation outside the vehicle. During this time, they make routine repairs on their skinsuit.

The Hyakki Yokai recover HP and ability score damage at three times the normal rate if undergoing bed rest while completely alone. If not completely alone for the entire period of bed rest, the Hyakki Yokai recovers at the normal rate.

Skinsuit Seamstress (EX)

Hyakki Yokai are also skilled mechanics, thanks to their expertise in maintaining their own skinsuits, and receive a +2 racial bonus on Craft and Repair checks made concerning primarily wooden, cloth or leather objects, or clockwork mechanisms.

Yokai Knowledge (EX)

Hyakki Yokai are well connected to the demonic rumor-mill and are a font of gossip concerning the goings on of demons, *oni, kitsune*, gods and *kami*, among others. They receive a +2 racial bonus on Knowledge (religion) and Knowledge (the planes) checks.

Alternate Racial Traits

Hyakki Yokai skinsuit designs are staunchly traditional, but the occasional iconoclastic crew makes some unique innovations to theirs. Hyakki Yokai crewing aboard a woman-suit with unique abilities are inordinately proud of their vessels, just like any seagoing pirate would boast of their ship's special tricks and prowess.

108 Little Shoplifters (EX)
Replaces: Yokai Knowledge
The Hyakki Yoaki's crew of demons are especially skilled at petty theft, and occasionally deploy one of the crew for a mission of petty theft. The Hyakki Yokai receives a +2 racial bonus on Sleight of Hand checks and on CMB when using the Steal combat maneuver.

Demon Brewer (EX)
Replaces: Yokai Knowledge
The Hyakki Yokai knows thousands of strange alchemical recipes, and toils over bubbling vats of supernaturally infused beer and sake, capable of getting any creature in the realms drunk. The Hyakki Yokai receives Brew Potion as a racial bonus feat.

"I Can Stitch You, Too!" (EX)
Replaces: Skinsuit Seamstress
The same skill with needle, thread and soldering iron that keep their skinsuits in good working order gives the Hyakki Yokai a knack for healing mortal humans. However, no mortal in their right mind would visit a Hyakki Yokai surgeon- they don't believe in anesthesia. The Hyakki Yokai receives a +2 racial bonus on Heal checks.

"Kill Us Again, That Was Fun!" (SU)
Replaces: Divided Minds
The Hyakki Yokai is surprisingly easy to bring back from the dead. A *Make Whole* spell cast by at least a 5th level caster acts as *raise dead* when used on a Hyakki Yokai. If the Hyakki Yokai is resurrected in this manner within ten minutes of its demise, the Hyakki Yokai does not receive permanent negative levels for returning from the dead.

Mutinous, Mad Crew (EX)
Replaces: Divided Minds, modifies ability score modifiers.
The yokai crew piloting the Hyakki Yokai skinsuit are even more chaotic, temperamental and hard to get along with than normal.

The vaguely mad Hyakki Yokai becomes immune to mind-influencing effects.

The Hyakki Yokai is too insane to be truly perceptive, and hardwork is an alien concern to the yokai crew. The Hyakki Yokai suffers an additional -2 racial penalty to WIS.

Never Drunk, Always Drunken (EX)
Replaces: "I Must Retire, So Sorry!"
The Hyakki Yokai spends about 23.5 hours of a 24 hour day pouring booze down her throat, bathing the little demons inside in sake, cheap beer and imported whiskey. The Hyakki Yokai becomes immune to poison.

Spells of Chaos (EX)
Replaces: Yokai Knowledge
The chaotic tides in their blood and strange, chaotic kanji printed inside their artificial bodies allows the Hyakki Yokai to cast spells with the chaotic descriptor at +1 caster level. Hyakki Yokai Modern Spellcasters can safely cast spells with the chaotic descriptor at one level higher than normal.

Thousand Dialects (SP)
Replaces: "I Must Retire, So Sorry!"
The Hyakki Yokai's crew of diverse monsters speak hundreds of languages among them, and collectively provide the Hyakki Yokai with a permanent *Tongues* effect.

Inari-Kiiroi -Yellow Inari - CR 18

Medium CE Outsider (chaotic, earth, kitsune)
XP 153,600
Init +6 **Senses** Darkvision 60 ft, lowlight vision, scent, *true seeing,* Perception +
Languages Abyssal, Aklo, Japanese, *truespeech*

Defense
AC 36 **Touch** 29 **Flatfooted** +30
(+6 DEX, +4 deflection, +1 dodge, +8 profane, +7 armor)
HP 25d10 + 100 hp (238 HP)
FORT +26 **REF** +28 **WILL** +20
Damage Reduction 8/epic, good
Regeneration 10 (good, skatto)
Immune Acid, Electrical, Pleasure
Weaknesses Skatto Vulnerability

Offense
Spd 45 ft
Melee +32/+27/+22/+17…. Sounding Rod (*+5 wounding, keen called sai)* —(1d4+3 piercing plus wounding, 20/x3) OR
+28/+23/+18/+13….. +1 *corrosive burst phallic spear* (1d8+3 piercing plus 1d6 acid plus 1 Bleed, 19-20/x2, 20 ft reach)
Ranged +31 ranged touch (quickened acid arrow) (2d4 acid for 6 rounds, 1,400 ft range)
Special Qualities Black Confidence, Fox Thief, Fox Skills, Skatto Mastery and Vulnerability

Spell-Like Abilities
(CL 25th Concentration +33)
Constant – True Seeing
At Will – Acid Fog
- Alter Self
- Charm Person (W-DC 20)
- Charm Monster (W-DC 24)
- Knock
- *Quickened* Acid Arrow
- *Quickened* Command (W-DC 20)
- *Quickened* Foul Infusion* (F-DC 23)
- Quick Cum (W-DC 22)
- Vacate Bowels* (F-DC 21)

3x/day – Piss Like A Dragon* (R-DC 25)
- Gateway of the Bowels*

1x/day – Clashing Rocks (R-DC 27)
- Storm of Vengeance (DC-27)

1x/month – Miracle* (to grant violent, sexual, or water-sports related wishes only, only ever used to benefit worshippers or further torture rape victims)

Statistics
Str 15 **Dex** 22 **Con** 18 **Int** 19 **Wis** 18 **Cha** 26
Base Atk +25 **CMB** +27 **CMD** 43
Feats Black Fatherhood, Drippings of Stone, Dodge, Greater Speljol Focus (skatto), Phallic Spear Technique, Phallic Spear Mastery, Phallic Spear Murder (taken three times), Spell Focus (enchantment) Spell Focus (skatto), Wombscrape
Skills Bluff +40, Climb +10, Craft (sculpture) +29, Diplomacy +36, Intimidate +36, Knowledge (arcana, history, religion, the planes) all at +32, Perception +32, Spellcraft +32, Stealth +31
Gear Ring of Mage Armor, Ring of Sanctuary, Sounding Rod (+5 wounding, called, keen sai), +5 slick, defiant (humans, kitsune) leather armor, scroll of planar binding, scroll of gate, scroll of plane shift

Ecology
Environment any urban (often Akihabara, Tokyo or in and around the Nyorai Shrine, Saga)
Organization usually accompanied by Sakura, and 4d6 Kitsune-Kiiroi Rapist thugs
Treasure double standard (including combat gear)

Special Abilities

Black Confidence (SU)

As long as Inari-Kiiroi commits at least one act of sexual violence per day, against a living creature, or sexually humiliates a partner, he is filled with an obscene confidence in himself and his own abilities. For 24 hours after the violent act, Inari-Kiiroi may add his CHA modifier as a profane bonus to Armor Class and his Saving Throws (+8; these modifiers are included in the stat-block above).

Black Fatherhood (SU)

Rape and atrocity assures the continuation of the species. Inari-Kiiroi's children violate their mothers during their gestation, taking command of them body and soul to ensure the continuation of Inari-Kiiroi's dark, violent lineage.

At any time, Inari-Kiiroi may issue a *Command*, as 19th level cleric, to anyone who is carrying one of his offspring. The victim receives no save against this short, primal command, and must be able to see, hear and clearly understand what the perverted old yellow kitsune is saying. Doing this is a standard action.

Once per day, Inari-Kiiroi may issue more involved commands to one of his child-bearers. This ability functions identically to *Charm Monster* cast by an 18th level sorcerer.

Unlike a typical charm effect, the victim resists with a FORT save, as the fetus within her takes temporary control of her autonomic nervous system, on Inari-Kiiroi's behalf. As the command affects the target's physical body, not her mind, Inari-Kiiroi cannot compel her to undertake purely mental actions, have any specific thoughts, nor prevent her from using Psionic or magical abilities that require only a mental action to activate.

Immediately after the birth of his child, Inari-Kiiroi may choose to affect your unwilling child-bearer in one of two ways. He may either attempt to end her life, requiring her to succeed at a FORT Save (DC 15) or die outright. Even if this FORT Save succeeds, the woman still suffers 3d8 points of damage.

Alternatively, Inari-Kiiroi may choose to change the mother's alignment to match his own, which may result in the loss of certain class features. In this case the mother must resist with a WILL Save (DC 15).

Drippings of Stone (SU)

Inari-Kiiroi's cum is sticky, stinking grey slime, like watery concrete. Those he fucks are trapped forever within an unbreakable cage of stone.

Up to seven times per day, when Inari-Kiiroi orgasms, any creature engaged in sex with

him must succeed at a DC 18 FORT Save or be *petrified*, beginning with ther genitals. All living creatures within a 10 ft burst of Inari-Kiiroi at the moment of his orgasm must succeed at a DC 12 FORT Save or be petrified as well.

Four Footed Trickster (SP)

A Kitsune can transform himself into an ordinary fox, or back to humanoid form at will, as if using *Beast Shape I*. However, Inari-Kiiroi takes the form of a Spark Fox (*Familiars of Black Japan*) when using this ability rather than an ordinary fox.

While transformed, the Kitsune's weapons and gear meld into his body, and become useless. Transformation is a full round action which provokes attacks of opportunity.

The Kitsune cannot shift from if observed. It must succeed at a Stealth check to transform if other creatures are within sight while attempting to transform. Failure indicates the Kitsune must remain in her current shape, at least until she can slip away to transform.

Piss Connoisseur (SU)

Inari-Kiiroi's love for urine goes far beyond even the most dedicated piss pig. There is no taste he loves more than fresh piss, and like a connoisseur of fine wine, Inari-Kiiroi is quite knowledgeable about the 'vintage' he is enjoying.

He can conjure a perfect mental image of the face and form of a person after sampling a few drops of their fresh urine. He can also attempt a DC 12 Wisdom check to correctly identify how close to her next menstrual cycle a woman is, or if she is currently or recently has been pregnant, just from the taste of her urine alone. Inari-Kiiroi receives a +8 racial bonus on Sense Motive and Intimidate checks made against any creature whose urine he has sampled within the past 24 hours.

Skatto Mastery (SU)

Inari-Kiiroi, a being created from the piss of a goddess, has an affinity for skatto magic. Inari-Kiiroi casts spells and effects with the *skatto* descriptor as a 30th level caster. Skatto spells are marked with a (*) star. Inari-Kiiroi receives a +10 bonus on Concentration checks made when using one of these *skatto* spell-like abilities.

Skatto Vulnerability (SU)

Though he is a master of shit and piss magic, Inari-Kiiroi is especially vulnerable to the same. Inari-Kiiroi gains Vulnerability to damage caused by spells or effects with the *skatto* descriptor, and suffers a -10 penalty on saving throws against Skatto effects. Damage caused by spells or effects with the *skatto* descriptor bypass Inari-Kiiroi's Regeneration.

Wombscrape (SU)

Any fertile human being who is wounded by Inari-Kiiroi's Phallic Spear must succeed at a FORT Save (DC 8 + the damage inflicted) or become pregnant with his offspring. Alternatively, a woman who is pregnant with another man's offspring spontaneously miscarries on a failed save.

Once per day, Inari-Kiiroi can exhale a deadly cloud of acidic semen, which creates a 30 ft cone of vapors. Males caught within the cloud of semen suffer 4d8 points of acid damage (FORT DC 15 half).

Any females caught within the cloud must succeed at a DC 15 Fort Save or become pregnant/spontaneously abort, but do not suffer acid damage. The semen cloud remains in existence for 1d4 rounds; characters within the acid cloud must make a new save each round of exposure.

Wombscrape cannot affect any character, male or female, which possesses the Tantric Wisdom feat.

Roleplaying

Inari-Kiiroi was created when the great fox-goddess Inari stopped to piss upon Ygryssadyl, the Great Tree. Every vile thought and lust and selfish, predatory impulse she ever suppressed poured out of her bladder and took incarnate form, as a mockery of everything she stood for. Wanting to be as far from his creatrix as possible, Inari-Kiiroi fled to the Earth Realm, where he gradually grew in power. When he arrived, during the late 17th century, he was little more than a Kitsune peasant- by 2014, he had become a demigod, and he constantly schemes and plans his ascension for full godhood.

Inari-Kiiroi is cocky, violent, duplicitous and meticulous. Deeply cowardly, he only engages in combat when the odds are in his favor, and leaves things to his underlings and minions when they are not. He has a network of teleportational boltholes, stable and semi-stable *torii gates* and other escape routes planned that stretch across all of Black Japan and wind through the Tatakama. He's never needed these routes, but he's tested each and every one.

He is not what a human would call sane. Created of a fox-woman's piss, he is obsessed with urination; Akaname are as likely to be his minions as Kitsune-Kiiroi. His obsession limits his vision; he has his agents scouring the Tatakama for fresh droplets of the true Inari's piss. There are quicker and easier routes to divine ascension, but he is compelled to drink his creatrix' urine; if he could ever confront the true Inari face to face and paw to paw, he would devour her uterus and bladder and take her power. That is his most cherished fantasy.

Inari-Kiiroi's rapacious desires are a distorted reflection of Inari's worry about the fading state of her Kitsune race. She worries about Kitsune numbers and declining birth rates; Inari-Kiiroi and his cultists rape and beat and violate, and in doing so creates new Kitsune kits by the hundreds.

Ascension and God Death

Inari-Kiiroi is half a god, maybe less, but still unimaginably powerful. He dreams of being even more so, and directs all his energies to discovering the secrets and rituals that will allow him to increase his sorcerer's powers to full divinity. Though half-divine, Inari-Kiiroi can still be killed, but like all gods, he does not die easily and does not die forever.

If slain in the Earth Realm, Inari-Kiiroi's soul will likely flee to the Tatakama, corrupting the true Inari's dreams and polluting her bladder. The darkness that is Yellow Inari- the parts of herself that she loathes- will eventually overcome Inari. She will become worse than Yellow Inari ever was. She will become a creature obsessed with rape and defecation, with foulness and corruption of everything that is good. Rice crops will wither, the dead will walk and life in the Tatakama will slowly, inexorably succumb to entropy…and the little part of Yellow Inari that survives will relish in the decadence and corruption.

Finding a way to redeem a corrupted Inari is possible, but far harder than merely slaying a god. A sacrifice of purity and love by a virginal *skatto*-witch might allow the true Inari confront her own darkest impulses, and come to terms with them.

If Inari-Kiiroi is slain in the Tatakama, or can be lured to the Black Else for the final conflict, the true Inari will sense his demise and be ready for it. She will tear what's left of his soul apart with her jaws, like a fox snapping the neck of a mouse. And she will laugh…..

Conversely, if one of Inari-Kiiroi's many schemes comes to fruition, he might become a true god. As one of the first new gods born on the Earth Realm in centuries, he would be unimaginably powerful. Oni and skatto-mages would flock to his banner. Mortals would see the world getting darker and more perverse- rape and misogyny and watery fetishes would gradually

become common and commonplace throughout Black Japan. Weird would become the new normal.

Appearance

Inari-Kiiroi is a master of disguise and deception, and rarely appears the same way twice. As a major *kami,* he could be beautiful if he chose, or appear in a traditionally Japanese manner, but Yellow Inari does not choose such. His most common guise is that of a balding, middle aged American tourist, dressed badly and going fat around the middle. He pretends ignorance of Japanese customs, even though he knows them very well, and likes presenting a weak front to Black Japan's demonic predators. He loves a good fight, a good kill, a good challenge.

His fox form is similarly obese, with mangy yellow fur and a belly that scrapes the ground as he prowls.

Inari-Kiiroi carries a pair of special sais, he nicknamed his Sounding Rods, at all time. These sai terminate in needle thin points, and the Yellow Kitsune often plays urethral games with them. He is garbed in BSDM leathers with an archaic look- what was considered transgressive in 1986, leather and studs with a golden codpiece hinting at his appreciation for watersports. His look is intentionally ridiculous- how dangerous could a balding, middle-aged westerner in retro bondage gear, wide eyed and amazed at the wonders of Japan's sexual underworld, really be?

Ironbrother Yakuza - CR 3

Large CE Outsider (Ironclub Oni, native)
Warrior 5
XP 800
Init +0 **Senses** Darkvision 60 ft, Perception -1
Languages Aklo, Giant, Japanese

Defense
AC 9 **Touch** 9 **Flatfooted** 9 (-1 size)
HP 5d10 + 15 hp (43 HP)
FORT +7 **REF** +1 **WILL** +0
Immune mind-affecting abilities (conditional upon Murder Zen, see below)

Offense
Spd 40 ft
Melee +9 tetsubo (1d8+5 bludgeoning, 19-20/x5)
Special Qualities Ironhead Testubo, Murder Zen

Statistics
Str 20 **Dex** 11 **Con** 16 **Int** 6 **Wis** 9 **Cha** 6
Base Atk +5 **CMB** +11 **CMD** 21
Feats Improved Critical (tetsubo), Power Attack
Skills Intimidate +3
Gear tetsubo, sixpack of Sapporo beer, sharkskin suit, prepaid cellphone, potion of bull's strength, potion of cure serious wounds

Ecology
Environment any land (usually found in large Japanese cities, occasionally sent abroad on missions, native to Hokkaido)
Organization solitary or accompanied by a handful of human Yakuza Warriors 3-4
Treasure standard (including gear)

Special Abilities

Murder Zen (SU)

For one hour after personally dealing the deathblow to any creature with at least 3 Hit Die with his tetsubo, the Ironbrother Yakuza becomes immune to mind-affecting abilities.

Too Honest (EX)

The Ironbrother Yakuza is too simpleminded and crudely honorable to ever lie effectively. If he makes a successful Bluff check (with the exception of Bluff checks to feint in combat) he is *shaken* for one day.

Roleplaying

The **Matsumae Clan** are an ancient breed of **Ironclub Oni** who have lived secretly in the shadow of Mt. Tokachi (in Hokkaido Prefecture) since the Mid-16th Century. These ferocious thugs have adapted somewhat to the modern world- they rarely prey on Hokkaido's humans, having long ago learned the value of discretion. Instead, when they decide to rampage, they catch a flight to Tokyo, with the haggard stewardesses who bring them beer after beer after beer somehow only seeing large, uncouth half-Ainu thugs, not nine foot tall red demons.

Several **Yakuza** families have recruited some of their most efficient debt collectors and leg-breakers from among Mt. Tokachi's Ironclub Oni brawlers. Every few years, at spring, Tokyo's *oyabun* fly up to Hokkaido with suitcases full of yen, to purchase the allegiance of Matsumae thugs for the traditional three year period, beginning with the flowering of the cherry blossoms and ending three years later, when the cherry blossoms bloom again.

Referred to as "Ironbrothers", these surly thugs are dependable if dimwitted help. Don't expect a lot of subtly, and don't expect an Ironbrother to accomplish any task more complex than snapping spines, and keep them well supplied with beer and sake, and an Ironbrother will be an asset to your Yakuza clan. One good hit from their massive iron-shod warclub can free a man's head from his shoulders or crush a BMW's engine block in one blow.

Similar Creatures

Ironball Player (CR 5)

The hulking Ironbrothers are very similar in both size and temperament to the demonic athletes who play for the *oni-leauge* teams in the Hibagon's Night Stadium. Ironball Players are even more sadistic than their Ironbrother cousins. Ironbrothers will break a man's thigh or kill outright, but its all just business. By contrast, Ironball Players enjoy the long, screaming hours of torture leading up to a kill, and consider the artful rape-murder of a human boy or girl perfect entertainment on a hot summer night. The younger the victim the more exquisite the torture.

Ironball Players proudly wear the blood splattered cotton uniforms of their ball club, and carry enormous, iron-cored baseball bats rather than the traditional tetsubos. These gigantic, brick-red sadists are proud of the gruesome logo of their team- clubs with horrific and evocative names like the *Gutrope Stranglers*, the *Ironhook Disembowelers*, and the *Bonemarrow Violators*, among others.

Ironball Players are Warrior 7; they select *Rapist's Camaraderie* as their 6th level feat. They also receive Deflect Arrows as a racial bonus feat, but only when using their tetsubo/baseball bat, rather than unarmed strikes.

Isonade - CR 9

Large CE Aberration (chaos, water)
XP 6,400
Init +1 **Senses** Blindsense 60 ft, Perception +3
Languages Aquan, Infernal, Japanese

Defense
AC 18 **Touch** 10 **Flatfooted** 17 (-1 size, +1 DEX, +8 natural)
HP 14d8 + 70 hp (133 HP)
FORT +9 **REF** +5 **WILL** +12
Immune Acid, Eyrines abilities, Pleasure
Vulnerable Fire

Offense
Spd 20 ft Swim 80 ft
Melee Four +16 tentacles (2d6+7 bludgeoning, 20/x2 plus 1d6 acid and 1d6 Pleasure plus grab and cursing rend; 20 ft reach)
Special Qualities Amphibious, Violation Becomes Consensual

Spell-Like Abilities (CL 20th Concentration +25)
At Will – Bestow Curse (W-DC 19)
- Black Tentacles (R-DC 19)
- Zone of Truth (W-DC 17)

Statistics
Str 23 **Dex** 13 **Con** 20 **Int** 13 **Wis** 17 **Cha** 17
Base Atk +10 **CMB** +18/+20 disarm and grapple
CMD 29 (cannot be tripped)
Feats Combat Expertise, Cleave, Greater Grapple, Improved Disarm, Improved Grapple, Multiattack, Power Attack
Skills Climb +24, Intimidate +20, Sense Motive +20, Stealth +14, Swim +29 (racial modifiers: +8 Swim)

Ecology
Environment any aquatic
Organization solitary
Treasure standard

Special Abilities

Cursing Rend (SU)

When the Isonade successfully hits with two tendril attacks, it uses its *bestow curse* spell-like ability as an immediate action. Such violations always target the victim's CON or CHA scores, inflicting biological or emotional weakness, or severe emotional trauma related to rape. More creative curses prevent the victim from ever enjoying consensual sex again, forcing flashbacks to the Isonade's rape that inflict Pleasure damage, destroying the creature's digestive ability after an anal penetration, inflicting horrific mystical diseases, or worse curses. Such curses are always sexual in nature.

Tenacious Grapple (EX)

When the Isonade grapples an opponent with its tendrils, it is not considered grappled itself. The Isonade has 20 ft reach with its tendrils; it can still threaten adjacent squares, merely by shortening its swings.

Violation Becomes Consensual (SU)

The Isonade is a creature defined by rape, evolved to torture not just women, but men, animals, beasts, gods, any creature that values its sexual and bodily autonomy. Despite its nature as a creature of rape, it is not vulnerable to effects, such as Eyrines abilities, that specifically target rapists.

Each round an Isonade maintains a grapple, the victim must succeed at a WILL Save, which begins at WILL DC 22 and increases by +2 each round the grapple is maintained. The victim must make a new save each round of the grapple. If the victim fails at the WILL Save, they begin to consider the Isonade an allied creature, and cease trying to escape the grapple. Even further damage by the Isonade during the grapple does not break the victim's conviction the Isonade is an allied creature. If a victim becomes convinced the Isonade is an ally, they are no longer able to make WILL Saves to reduce the effects of pleasure damage.

This is a mind-affecting ability.

Roleplaying

A nightmare inspired Hirosaki to paint the *Dream of the Fisherman's Wife;* a sleeping glimpse into the Black Else's freezing black oceans. The painter saw a vision of an Isonade, violating a maiden. Hirosaki's print captured the action of the dream, failed to capture the true horror of the event. Isonades are among the foulest, most cunning predators of the Black Else. They enter our world only rarely, treating the Earth-realm as a hunting preserve that their favorite prey calls home. Among their own kind, Isonade are rapist gourmands, who compare notes about their conquests and the injury they've inflicted on innocents.

Isonades are squirming, squamous masses of tendrils. They are an octopus designed with no particular plan and unbound by the necessities of biology. They are tendrils atop tendrils, pulsing and vaguely phallic. Sociopathic, emotionless eyes leer out at the joints and major musculature masses.

Unlike many elder *oni* races, Isonade have no great schemes or plans. They do not associate with the Amakaze, and only rarely deign to serve other, more pragmatic demon lords. If they enter the Earth Realm, it is on moonlit nights when the air is cold. They come most often in winter and late autumn. They keep to Tokyo Harbor, or to interlinked water ways. Though the creatures can survive as easily in fresh water as saline, they prefer the sting of the salt.

Ittan - CR 1

Small CE Undead
XP 400
Init +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +0
Languages None

Defense
AC 14 **Touch** 14 **Flatfooted** 11 (+1 size, +3 DEX)
HP 2d8 hp (9 HP)
FORT +0 **REF** +3 **WILL** +3
Immune Undead traits

Offense
Fly 40 ft (perfect)
Melee -2 slam (1d4-2 bludgeoning plus grab)
Special Actions Constrict (1d4-2 bludgeoning)

Statistics
Str 5 **Dex** 17 **Con - Int - Wis** 10 **Cha** 1
Base Atk +1 **CMB** +4 **CMD** 15
Feats Agile Maneuvers, Combat Maneuver Training
Skills Stealth +9 (+8 racial bonus on Stealth checks)

Ecology
Environment any urban or ruin
Organization solitary or murder (1d4+2)
Treasure standard

Special Abilities

Soft Garrote (EX)

The Ittan can stetch and stuff itself down the throat or into the nasal passages of virtually any creature. For its tiny size and seeming weakness, its hunger gives it incredible strength.

When attempting a Combat Maneuver check to grapple, the Ittan rolls 2D20 and takes the better of the two results. If both Combat Maneuver checks are successful, the victim suffers 1 point of temporary CON damage, in addition to the normal effects of the maneuver.

Roleplaying

The Ittan are the blood and urine stained clothes of the murdered dead. They are spiritual shards, not even true ghosts- they are remnants of horror and criminal lust. They come in many forms: white panties and a sweat stained undershirt, a flower print house kimono, a pair of flannel pajamas torn by knife scars, a bloodstained teddy.

Their form doesn't matter: just their hunger. The Ittan are patient. They lie seemingly abandoned in alley ways and stuffed into driers. The Ittan exist only to strangle any one unfortunate to pick them up, and in doing so to give a moments peace to the tormented voice howling in the ruined shards of their fragmentary consciousness.

Ittan are as common in the Tatakama as they are in Black Japan, where they haunt ruined homes and long abandoned onsen. Here, Ittan take the form of old, blood stained kimonos and obi used as impromptu garrotes, not modern clothes as found in Black Japan. Their hunger and rage remains unchanged, however.

Similar Creatures

Jatai (CR 1)

Traditionally, a *jatai* is a variant of the Ittan, a woman's obi that was abandoned and became a viper. Like a serpent of colorful silk, the creature is created from the clothes of a person killed by poison; in modern times, the clothing of junkies occasionally become *jatai* after a fatal overdose. Worse, in countries where execution is practiced by lethal injection, especially large and dangerous *jatai* haunt the death chambers. These Jatai have the advanced and possibly giant or fiendish templates added.

To create a basic Jatai, remove the Ittan's Soft Garrote racial abiliy. The Ittan's slam attack becomes a bite instead, and while retaining its grab and constrict qualities, gain the following poison attack.

Jatai Poison (EX) Bite- injury; save FORT DC 12; frequency 1x/round for 6 rounds; effect 1d2 CON; cure 2 saves Special Jatai Poison can affect undead player characters; it inflicts equivalent CHA damage instead.

The Dark Lady Izanami - CR 30

Medium NE Undead (evil, fire)
XP 9,830,400
Init +6 **Senses** Darkvision 120 ft, lowlight vision, *true sight,* Perception +94
Languages Infernal, Japanese, *truespeech, telepathy* 500 ft
Aura Shadows of Hell (100 ft, negative and positive energy are inverted, undead gain Channel Resistance +10)

Defense
AC 45 **Touch** 34 **Flatfooted** 42 (+2 DEX, +1 dodge, +10 natural, +11 armor, +6 deflection, +15 profane)
HP 74d8 + 1,110hp (1,443 HP)
Regeneration 75 (good and epic)
FORT +25 **REF** +28 **WILL** +49
Immune undead immunities, polymorph, Fire, Sonic
Resist Acid 20, Electricity 20 Cold 20
Channel Resistance +20 **SR** 28

Offense
Spd 30 ft Flight 90 ft (average)
Melee four claws +58 (3d6+1 slashing, 17-20/x4 plus rotting FORT DC 52), four tentacles +57 (3d6+1 slashing plus 1d8 fire plus grab, 15 ft reach with tentacles)
Spell-Like Abilities
(CL 35th **Concentration +93)**
Constant – Freedom of Movement, True Seeing
1x/day – quickened Teleport Without Error
- Summon (CL 35th, 1 Drakainia (B-4) or 1d6+1 Balor (B-1), 100%)

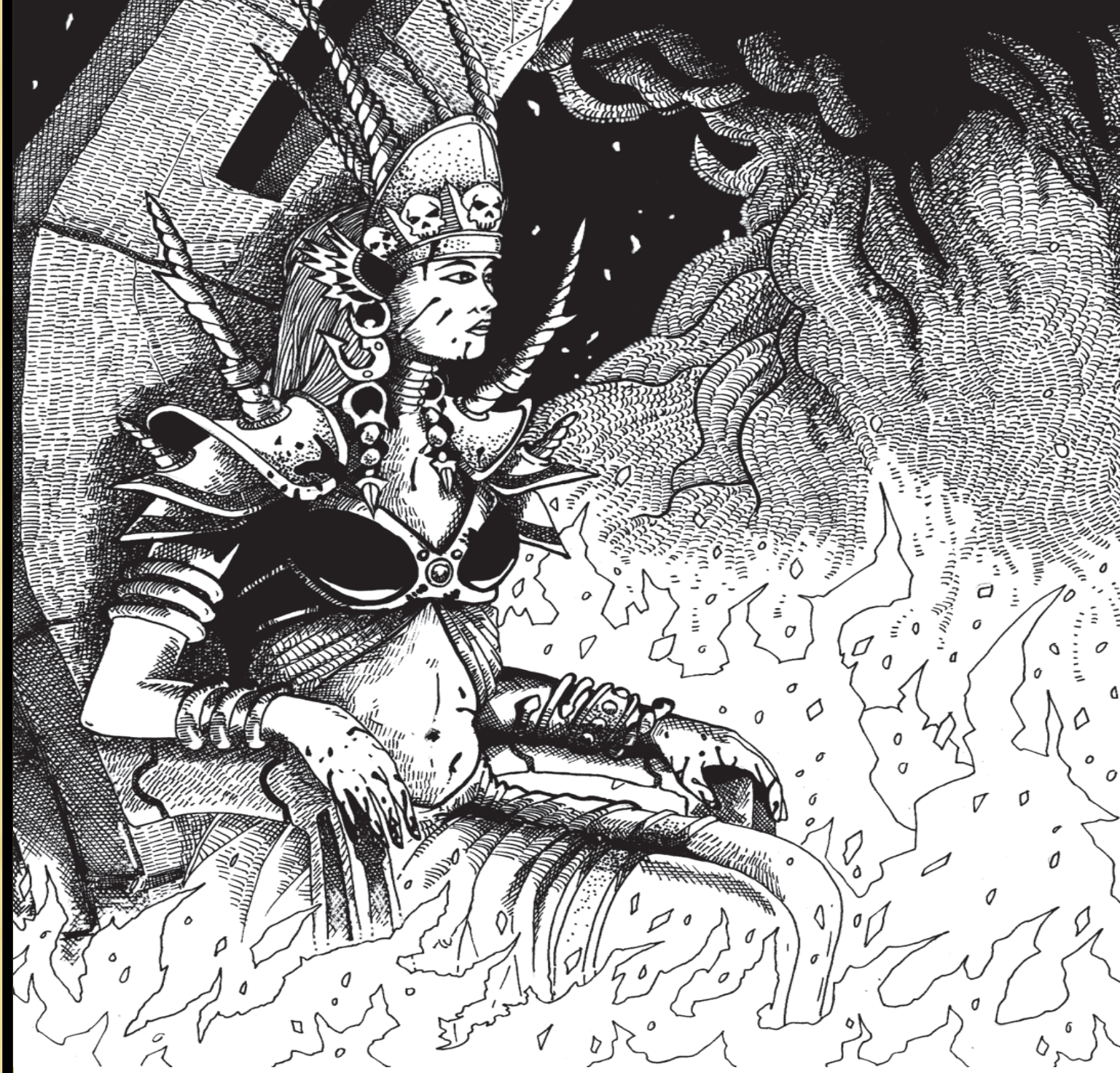
3x/day – Annihilation (W-DC 36)E
- quickened Inflict Critical Wounds
- Cascade of Abortion (W-DC 32)E
- Devoured From Within (F-DC 31)E
- Summon (CL 35th, 2d8 Devourers, 100%)
- Summon Monster IX

At Will - Deadly Pleasures (W-DC 29)E
- Dimension Door
- quickened Deeper Darkness
- Fireball (R-DC 28)
- Orgasm Mine (W-DC 29)E
- quickened Silence
- Summon (CL 35th, 6d6 Wights with Rotting special ability, 100%)

E = spells described fully in Enchantments of Black Tokyo (Otherverse Games, 2014)

Statistics
Str 12 **Dex** 15 **Con - Int** 26 **Wis** 28 **Cha** 41
Base Atk +55 **CMB** +56 **CMD** 68
Feats Augment Summoning, Bleeding Critical, Blinding Critical, Combat Casting, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Items, Critical Focus, Critical Mastery, Dazzling Display, Deadly Stroke, Dodge, Exhausting Critical, *Gifts of Ecstasy*, Greater Spell Focus (necromancy) Improved Critical (claws), Improved Iron Will, Improved Initiative, Iron Will, Mastercrafter, Mobility, Multi-Attack, Nauseating Critical, Rending Claws, Shatter Defenses, Sickening Critical, Skill Focus (intimidate), Skill Focus (perception), Skill Focus (spellcraft), Spell Focus (necromancy), Spring Attack, Tiring Critical, *Unbirth, Vaginal Prison*, Weapon Finesse, Weapon Focus (claws), Whirlwind Attack
Italicized feats: Races of the Tatakama (Otherverse Games, 2013)
Skills Bluff +92/+96 sexually oriented checks, Craft (blacksmith, woodworking) all at +82, Diplomacy +92/+96 sexually oriented checks, Intimidate +98, Knowledge (arcana, religion, history, the planes) all at +85, Perception +94, Perform (sing) +89, Sense Motive +86, Spellcraft +93, Stealth +79
Gear +5 breastplate, amulet of protection +6, wand of inflict critical wounds (20+4d6 charges)

Ecology
Environment The Black Else (If she's in the Earth Realm, all is lost already.)
Organization unique creature protected by an entire nation of elder oni lords, ancient undead and their lesser servants, uses the Ubume Empress as her attack dog
Treasure triple standard



Special Abilities

Hell Queen (SU)

Izanami is queen of the dead, mistress of Hell itself. She is immune to melee damage from any creature that has died and returned to life via magic, such as *raise dead, resurrection, reincarnation* or similar magic. Likewise, she is immune to melee damage inflicted by any kind of undead creature. Such attacks pass harmless through Izanami's body, as if she were smoke.

Izanami receives a +20 insight bonus on Diplomacy checks made against Undead; Undead will never attack Izanami unless she attacks them first. Sentient undead are generally helpful, worshipful and obedient to Izanami; she may command mindless undead automatically.

Izanami is effectively immortal.

If she is slain, her body reforms in her throne room in the Black Else (or another refuge

Deity	Alignment	Domains (associated sub-domains)	Favored Weapon
Izanami, the Queen of Hell	NE Greater Goddess	Death (undead), Destruction (rage), Earth (caves), Evil, Fire (ash), Repose (ancestors)	Tanto

she
has established somewhere in the Black Else) in 6d6 days. She suffers no ill effects from returning to existence in this manner, save the loss of any items carried by her slain body. She can only be truly destroyed if she is slain in her home plane of the Black Else, or if she is somehow lured or transported to the town of **Yasugi, in Japan's Shimane Prefecture**. That is the place where Izanami died and became undead, and she is weakened there.

Izanami is a powerful goddess, though rarely worshipped. Her statistics as a patron deity are listed atop page 125. Izanami refuses female clerics outright.

Rotting (SU)

A creature damaged by Izanami's claws must succeed at a DC 52 FORT save or begin rapidly rotting from the inside out. A rotting creature suffers 1d3 points of ongoing CON bleed per round, and healing spells and effects have half the usual effect when cast on a rotting creature. The rotting creature is considered *nauseated.* If slain while rotting, the creature rises in 1d4 rounds as a *wight* under Izanami's control; there is no limit to the HD worth of undead that Izanami can control in this manner. Wights created in this manner also apply a lesser version of Rotting (DC 13) to their slam attacks.

Undead and creatures immune to disease are also immune to Izanami's Rotting. A creature who makes its FORT Save is immune to Izanami's Rotting for 24 hours. *Remove disease* (DC 35) ends rotting, as does *Heal*.

Shadows of Hell (SU)

Izanami radiates an aura of darkness and entropy that warps the balance between positive and negative energy. All channeled positive or negative energy unleashed within 100 ft of Izanami is inverted; positive becomes negative, and vice versa. *Cure* spells cast within this aura become equivalent *Inflict* spells, and vice versa. Izanami's spell-like abilities are not affected by this aura, and she chooses whether to be affected by the aura if she produces an effect that manipulates positive or negative energy, such as by her wand.

All undead within this aura gain Channel Resistance +10, or their existing Channel Resistance improves by 10.

Unbirth (SU)

Those trapped within Izanami's dark, cauldron like womb return to childhood, with all its weakness and powerlessness, eventually dissolving into bloody nonexistence.

Each round a victim is trapped in Izanami's Vaginal Prison, he or she suffers one negative level. By voluntarily suffering 1d3 points of temporary CHA damage as a swift action, Izanami can inflict additional harm to the victim as an immediate action The victim must succeed at a DC 25 WILL Save or suffer move to the beginning of the previous age category, immediately incurring the physical changes associated with aging. A creature de-aged past the Child category dies instantly and quickly devolves from baby to fetus to zygote to a mass of bloody, stillborn tissue.

Even if the victim succeeds on their WILL Save, they still suffer 1d2 points of permanent CON Drain.

Vaginal Prison (SU)

Izanami's vulva is an inescapable maw, capable of consuming her lovers whole when she finally tires of them.

Up to eleven times per day, Izanami can transform her vagina into a tessarect space-fold. If she has successfully pinned a foe her own size or smaller, she may elect to make a second CMB

check, as though attempting to pin the opponent once again. If the check is successful, Izanami's vagina warps and stretches to impossible proportions, swelling her opponent whole.

Once swallowed, the victim is shunted into a non-dimensional space within her body. While swallowed, the victim is considered grappled, but Izanami is not. In addition, the victim suffers 1d4 points of bludgeoning damage plus 1d8 points of additional acid damage per round. Due to the special nature of Izanami's undeath, each round the victim also suffers 1d8 fire damage.

The victim cannot break free through physical effort, but may escape by casting any form of teleportation or dimensional travel magic, or by succeeding on a DC 30 WILL save. A freed creature reappears prone and adjacent to Izanami, in a random open square.

Izanami can trap a victim in her vaginal prison for up to 74 rounds. If the victim dies while swallowed, he or she is consumed completely, along with all non magical gear. If the victim is still alive when this enhancement ends, or if the victim breaks free with a successful WILL Save, Izanamisuffers 5d6 points of damage (FORT DC 18 half). She may choose to birth a swallowed creature at any time; any magical items swallowed can be vomited up at will also.

Roleplaying

Izanami was the first woman, the first goddess.

Joining with her brother/consort/equal Izanagi, she became pregnant, and gave birth to all things, first among them, the islands of the Japanese archipelago. Fire was conceived in her womb, and it burned her alive from within. Izanami died in agony, and from her death urine and boiling, spilt blood, other gods and kami emerged.

Izanagi descended into the underworld to recover his bride, but was terrified at what she had become- first of the undead, swollen and rotting, charred and maggot strewn, mother of centipedes and demons. Izanagi turned and ran, and his rejection (and his cowardice) enraged the undead goddess; she vowed to kill a thousand men each day. In return, Izanagi vowed to create 1,500 new lives each day, and thus, before he was able to fully seal the enraged Izanami in Hell, death entered reality.

Izanami is the queen of the Black Else, the first and deadliest of all undead, prototype for the myriad species of undead scattered throughout reality. She remains in the Black Else, bound by ancient divine wards that sealed her in the underworld. If she were ever freed to walk the Earth Realm, she would expunge all life from the planet within 48 hours. She is every fantasy of a zombie apocalypse incarnated.

Izanami appears as a beautiful Asian woman in queenly raiment, wrapped in shadows and steam. However, beneath her dress or kimono, her abdomen and pussy are charred and blackened. Steaming blood drips from her ruined vulva, and the scent of charred pork surrounds her; a lake of hot blood lies beneath her grand throne, the warmest blood in all the Black Else. She moves slowly and deliberately, unhurried and regal, and hiding well the sharp pain walking causes her. When she fights, the blackened, forge-hot steel chains that were once her intestines lash out from her scalded, blistered vagina to drag prey screaming into the cauldron of her womb.

Though she has never walked the Earth Realm during the life time of the human species, her plans and schemes are many. She seeks human extinction, and delights in misery. To that end, she has bequeathed a small portion of her power to the Ubume Empress, a creature of rages much like her own, and allowed The Empress to corrupt Japan and torment its women. Forced birth pleases her, rape amuses her, especially if it

results in a tragic pregnancy or death in childbirth. Izanami despises her own gender most of all- had she been male, she never would of felt the pain of miscarriage and death. Izanami also despises Goryohime, because they die willingly, and become beautiful in their transition to undeath, and being undead girls can never suffer as she did, in a birthing bed stained with blood and fire. Goryohime are in many ways the antithesis of what Izanami has become.

Jinzu - CR 7

Large CN Undead
XP 3,200
Init +1 **Senses** Blindsight 60 ft, Scent Perception +3
Languages Understands Japanese but cannot speak
Aura Child's Wail (60 ft radius, conditional DC 18 WILL Save or become *shaken,* see text)

Defense
AC 15 **Touch** 10 **Flatfooted** 15 (+1 size, -1 DEX, +5 natural)
HP 9d8 + 9 hp (50 HP)
FORT +3 **REF** +4 **WILL** +9
Immune undead immunities, Acid damage
Resist Cold 10

Offense
Spd 40 ft **Flight** 60 ft (poor)
Melee +9/+4 tentacles (1d8+4 bludgeoning, 20/x3, plus grab and constrict and Dark Impregnation)
Spell-Like Abilities
(CL 9th Concentraiton +12)
At Will – Black Tentacles (DC 15)
- Ray of Exhaustion (DC 14)

Special Actions constrict (1d8+4 bludgeoning, 20/x3) Dark Impregnation (usable against females only; DC 12 FORT or suffer 1d4 temporary CON and WIS drain, becomes vulnerable to positive energy)

Statistics
Str 19 **Dex** 13 **Con - Int** 3 **Wis** 17 **Cha** 12
Base Atk +6 **CMB** +11 **CMD** 22 (cannot be tripped)

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack
Skills Stealth +9

Ecology
Environment any
Organization solitary or pack (2d4)
Treasure incidental (remains of previous victims)

Special Abilities

Child's Wail (SU)

The Jinzu constantly emits a low, keening cry that tears at the hearts of the grieving and weakens the wills of all compassionate people. Any parent who has ever lost a child, or any woman who has ever undergone (or preformed) an abortion or had a miscarriage who comes within 60 ft of the Jinzu and can clearly hear its pitiful cries, must succeed at a DC 18 WILL Save or become *shaken.* The effect persists for as long as the victim remains within sight of the Jinzu and 2d6 rounds thereafter.

Dark Impregnation (SU)

If the Jinzu successfully grapples a fertile female humanoid or monstrous humanoid, rather than dealing damage with its Constrict ability, it may choose to instead impregnate the woman. The grappled woman must succeed at a DC 12 FORT Save; failure indicates the ghost-child's vile tentacles worm their way into the woman's body and fill her with freezing ghost-cum.

The afflicted woman immediately suffers 1d4 points of temporary CON and WIS drain from the horrific invasion. Two to four weeks later, the woman suffers a cataclysmic miscarriage, as the creature's dead spawn dies inside her. The woman must succeed at a DC 12 FORT save or permanently suffer 1d6 points of permanent CON drain from blood loss and trauma. During this dark pregnancy, the woman becomes vulnerable to channeled positive energy as if she were undead, regardless of her actual type. She remains harmed by negative energy however.

Roleplaying

"Being skewered on a wooden spike
trussed up all blazed and spitted
dried blood obscure the floor, my head is pulverized and splitten
my limbs are foreign, useless things, swooping in on spidery wings
legs jerking stupidly as crumbs spill down from another planet"
- *Danielle Dax, Defiled*

Water and the stillborn, the silent ghosts of the womb have a long association in Japanese thought. Stillborn children have been floated down rivers, abandoned in wells or deep cold lakes since the first humans settled the Japanese archipelago. Modern career women carry *jinzu*, tiny amorphous statues of 'waterbabies' as a relic of abortion or a miscarriage. Tiny souls are consigned to the water in the Earth-reality, and they transform into something else, something hungry for the warmth of the womb and desperate to return to their uterine home.

Swarms of Jinzu patrol the freezing oceans of the Black Else. The jellyfish like dead souls roam the oceans, congregating around sea vents and lava flows, preying on damned souls, tearing apart the minds and feasting on the spirits of dead women. Occasionally, these horrific creatures emerge through the cracks in our reality, where they are responsible for even more terrible crimes. Jinzu are the hunting dogs of the Ubume Empress, and as many of their killings as directed as there are instinctive.

The Jinzu resembles an enormous *man-o-war*, composed of jet black smoke and unholy, ghostly energy. The creature's thousands of prehensile, barbed tentacles dangle from its vaguely fetal body. The creature's most unnerving feature are the tiny, cherubic hands that dangle beneath the black bulk of its body.

The Jinzu preys on young women almost exclusively. It strangles and drains strength with its coiled tendrils. Worse, a woman violated by

the creature's tentacles often finds herself pregnant with a creature who resembles the child the Jinzu would have been. The Jinzu tries desperately to reenter life through a woman's body, but its rape-spawn never come to term. They are merely a bloody reminder of a violation most victims spend a life time trying to forget.

Intangibles: Abortion in Black Japan

The Jinzu are a kind of monster you won't find in *Otherverse America*- the actual ghost of an aborted or miscarried fetus. That's because in the Black Tokyo cosmology, fetuses have souls from the moment of conception. However, in Shinto thought, rocks, mountains, trees and animals have souls too, to put things in perspective.

This cosmological fact may be the reason that the undead soul of Ellen Dacoveney fell into the Black Tokyo cosmology, where she became the Ubume Empress. Then again, considering the non-casual and often counterintuitive relationship between cause and effect in Japanese myth, perhaps the Ubume Empress' presence in the world is the reason that souls work they way they do here.

That said, if you're looking to use the Jinzu in the Otherverse America campaign setting, it is a Neverborn-like horror created through Philosophy and genetic engineering, not darkest necromancy. It fills a similar role to the Judgment Horror (Closed: The Monsters of the Army of God, Otherverse Games 2014) and is deployed similarly, though the Jinzu is often let off its chain to stalk specific Midwives. Given its supernatural talents, it is exceptionally effective in the role of post-human assassin.

Jomon Tangle - CR 1

Small N Aberration (pleasure)
XP 400
Init +3 **Senses** Blindsense 60 ft, Ecchi Sense 500 ft, Perception +2
Languages none

Defense
AC 16 **Touch** 14 **Flatfooted** 13 (+1 size, +3 DEX, +2 natural)
HP 2d8 + 2 hp (11 HP)
Damage Reduction 5/slashing or piercing
FORT +1 **REF** +3 **WILL** +3
Immune Pleasure, visual effects (blind)
Weaknesses Sunlight Vulnerability

Offense
Spd Fly 60 ft (perfect)
Melee +3 tendril (1d4+1 Pleasure 20/x2, plus grab)

Statistics
Str 12 **Dex** 16 **Con** 13 **Int** 3 **Wis** 11 **Cha** 5
Base Atk +1 **CMB** +4 **CMD** 14
Feats Agile Maneuvers
Skills Fly +14, Stealth +15 (Racial Modifiers +12 Fly, +8 Stealth)

Ecology
Environment any urban or underground (especially common in subway tunnels and sewer access in Akihabara District in Tokyo and Den Den Town in Osaka)
Organization usually solitary or ring (1d6+1)
Treasure incidental

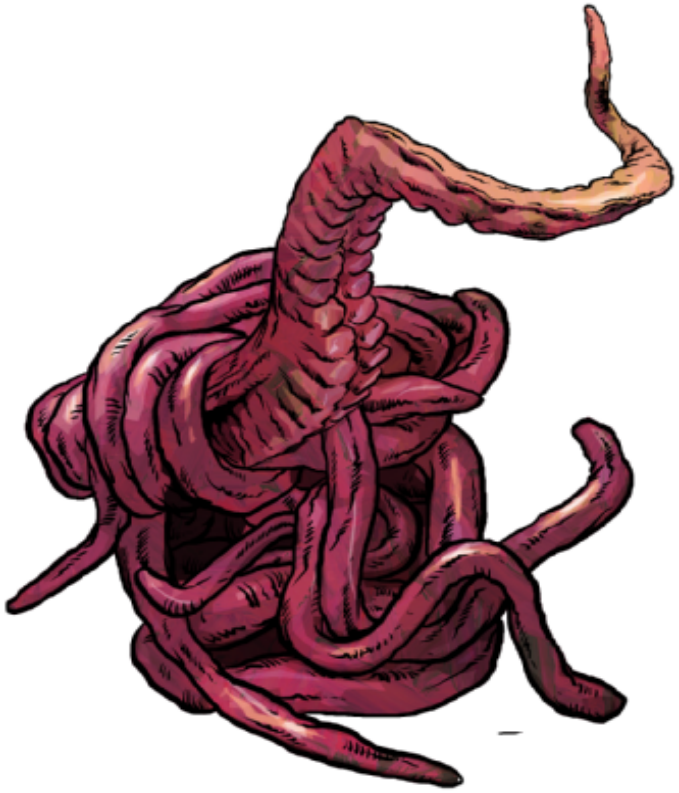
Special Abilities

Ecchi Lash (SU)

The Jomon Tangle receives a +2 insight bonus on tendril attack rolls against female creatures, as well as against creatures with the Otaku cultural template. In the case of female Otaku, this bonus is cumulative (+4).

Ecchi Sense (SU)

The Jomon Tangle has the ability to sense the presence of creatures enraptured in pleasure



or engaged in erotic behavior; these victims become its primary prey. The Jomon Tangle can sense the presence and direction to, and may pinpoint the location of any creature enjoying a sexual act, using sexually oriented feats or abilities, or who has suffered Pleasure damage within the last round.

Sunlight Vulnerability (EX)

The Jomon Tangle is a purely nocturnal creature. It suffers 1d4 points of fire damage per round of exposure to direct sunlight or to intense artificial sunlight, such as created by the *daylight* spell.

Roleplaying

Jomon Tangles are masses of knotted, fleshy pink and magenta tendrils, resembling ropes of intestine. Suckers line the underside of each muscular tendril, and they drip with pinkish slime that stinks like cum and woman's lubricant. The eyeless, limbless mass of knotted muscles floats about chest high, gliding eerily through the darkness. Named for the *Jomon* style pottery of prehistoric Japan, decorated with intricate and rope-like motifs, the Jomon Tangles are created by unexpressed, unsatisfied lust. Several can spawn in a single night, and they drift through the darkness, killing (and somehow deriving sustenance from the fatal, cascading orgasms they induce) at will until they are eventually caught by the dawn and scorched to muddy ash.

Jurogumo - Creature Skin - CR 9

Modifies: Demon, Succubus (CR 7)

Jurogumo (or *whore spiders)* are the Black Else's geisha. They lure mortal men and women into sin with beautiful bodies and vivacious, seemingly compassionate personalities. Jurogumo enjoy visiting the Earth Realm, appreciating its culture and nightlife, and the possibilities for the temptation and mutilation of 'deserving' mortals. In the Earth Realm, they are spy masters and master assassins.

Jurogumo often visit important allies of the Black Else- a night of pleasure with one of these beautiful and deadly courtesans is a reward that appeals even to the most powerful or influential Amakaze. While they enjoy these liaisons, Jurogumo truly appreciate opportunities to corrupt or to torture mortals outside the Amakaze even more.

Most of the time, Jurogumo maintain the appearance of a comely and sleek Japanese woman in her late 20s, dressed in high-dollar designer brands and wearing the understated but truly expensive jewelry adored by the truly wealthy. They always wear fine silk stockings beneath a dangerously short skirt, held in place with garter belts whose clasps resemble spiders.

When murder is on the menu, a Jurogumo changes into her true form, that of a nude and strangely twisted figure. Her arms and legs pop out of joint and become spidery legs, ending in a sword-like bio-blade. Her neck

dislocates, so she is looking downward while her breasts face the sky- her vulva becomes a dangerous fanged maw. She moves nimbly but *wrongly*- skittering nimbly across ceilings and walls.

A Jurogumo has the following powers, modified from the Succubus.

Spider Climb (SP)

The Jurogumo is under a constant *spiderclimb* effect (CL 12th). She gains a Climb Speed of 40 ft and has a +14 modifier on Climb checks. A Jurogumo has no Fly speed and no ranks in Fly.

Melee Attacks

The Jurogumo has the following melee attacks. Weapon Finesse applies to these attacks.

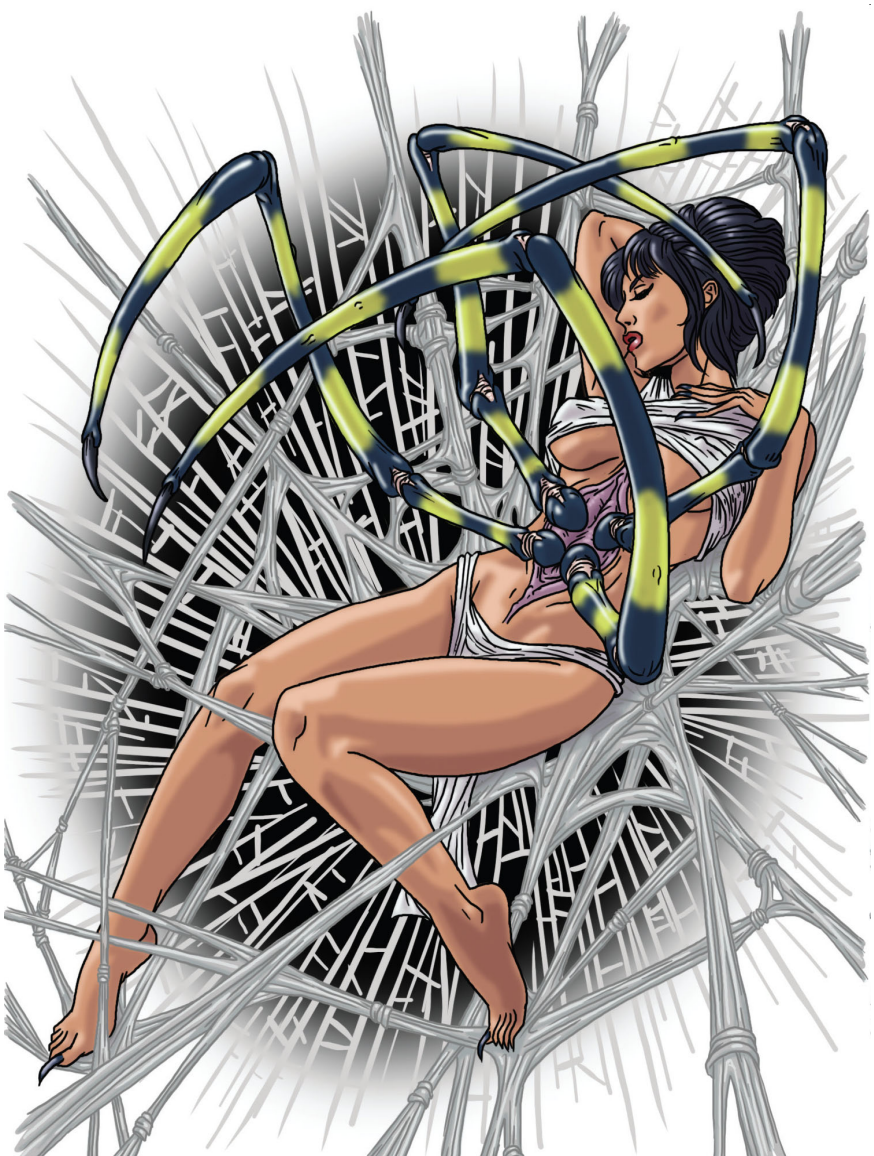
Four claws +11 (1d6+1 slashing)

Vaginal Bite

A Jurogumo in her true form gains a bite attack as a secondary natural attack, using her vaginal mouth as a weapon. This bite also transmits the Jurogumo's *energy drain* and its deadly suggestion.

Weapon Finesse also applies to this attack.

Vaginal Bite +11 (1d6 slashing plus Energy Drain)



Spelllike Abilities

Add *Web* (DC 20) as a spell-like ability, usable at will.

Add *Poison* (DC 22) as a Quickened spell-like ability, usable 3x/day

Kaiju, The Biwa Centipede - CR 23

Colossal CE Vermin (Kaiju)
XP 820,000
Init +7 **Senses** Darkvision 600 ft, Blindsense 120 ft, Scent, Perception +25
Languages Aklo, Japanese
Aura Grave Stench (*cloudkill*, 20 ft radius, cannot be dispelled, FORT DC 21 negates)
Mind Destroying Length (100 ft, WILL DC 30 or become *confused* for 1d6 minutes, see text)

Defense
AC 46
Touch 4
Flatfooted 44 (-8 size, +2 DEX, +42 natural)
HP 38d8 + 418 hp (589 HP)
Regeneration 30 (human saliva)
FORT +32
REF +15
WILL +22
Defensive Abilities, ferocity, recovery
Immune acid, ability damage, ability drain,

death effects, disease, energy drain, mind-influencing effects
Resist cold 30, electricity 30, negative energy 30, sonic 30
Weakness Saliva Vulnerability

Offense
Spd 80 ft, Climb 80 ft, Swim 50 ft
Melee +37/+32/+27/+22 leg slash (4d8 slashing plus +1d10 acid or 3d10 acid on a crit, 19-20/x4) plus + 37 bite (3d6 piercing, 18-20/x4 plus poison)

Biwa Centipede Toxin
Type: *injury poison*
Save: *FORT DC 30*
Frequency: *1/round for 8 rounds*
Effect: *1d4 CON*
Cure: *2 saves*

Special Qualities Amphibious, Ferocity, Impossible Length, Massive
Spellcasting Spell-Like Abilities (CL 20th Concentration +29)
Constant – Cloudkill (DC 21, cannot be dispelled)
At Will – Greater Teleport (see text)

Statistics
Str 37 **Dex** 15 **Con** 32 **Int** 8 **Wis** 28 **Cha** 10
Base Atk +29 **CMB** +53
CMD 66 (cannot be tripped)
Feats Cleave, Great Cleave, Greater Overrun, Improved Initiative, Improved Overrun, Power Attack
Skills Perception +25, Swim +40 (Racial bonus +8 swim)

Ecology
Environment any land or underwater (Lake Biwa region, the Shiga Prefecture, Japan)
Organization solitary and unique (though its lair hosts tens of thousands of lesser monstrous centipedes of all sizes and Challenge Ratings)
Treasure quadruple standard (beneath the lake)

Special Abilities

Grave Stench (SU)

The Biwa Centipede is surrounded by a. constant *cloudkill* effect that cannot be dispelled (since it is a chemical, rather than a truly magical reaction) that fills a 20 ft radius around the Biwa Centipede. These black vapors also provide the Biwa Centipede with 20% concealment. Vermin are immune to the effects of this *cloudkill* aura.

This ability is suppressed when the Biwa Centipede is submerged, and for 1d4 rounds after it leaves the water. The gamemaster might allow players to figure out some scheme to artificially suppress the chemical reactions causing this cloud, doing so should require several Craft (chemical/alchemy) or Knowledge (nature/earth & life sciences) checks at high DCs, as well as some means of inciting whatever chemical reaction the players wish to invent.

If the Biwa Centipede is slain, the cloudkill effect persists around its corpse for 2d20 hours. During this time, the FORT Save DC for the effect increases by +1 per hour. At the end of this period, the Biwa Centipede's body rots away completely and the toxic vapors end. Complete destruction of the corpse also ends this effect.

Impossible Length (SU)

The Biwa Centipede's length cannot be scientifically measured, or even estimated. Its length is obvious but cannot be accurately calculated. It twists, bunches and twines in on itself sensuously.

In game terms, the Biwa Centipede is considered to be adjacent to, and threatening **every square** occupied by an enemy character, provided that character is standing on the ground, or is no less than 50 ft above the ground (such as characters fighting from a rooftop, or flying above the battlefield). All such squares on the battlefield are considered to be difficult terrain, though enemies can move though these spaces as if they were un-occupied otherwise. Effectively, the Biwa Centipede is so damn big it becomes a terrain feature!

The Biwa Centipede never gains the grappled condition, and can grapple an infinite number of enemy characters simultaneously. The Biwa Centipede only needs to succeed at one grapple check to maintain a grapple against multiple opponents.

Mind Destroying Length (SU)

The size of the Biwa Centipede is a shock to the system of mortals, and can destroy mortal minds by mere presence. Any character targeting the Biwa Centipede with any divination effect, or views the Biwa Centipede from more than 100 ft distant, where its true length becomes apparent, must succeed at a DC 30 WILL Save or become *confused* for 1d6 minutes.

A creature who saves against this effect is immune to the Biwa Centipede's mind destroying length for 24 hours.

Not Quite Mindless (EX)

The Biwa Centipede is very nearly a *kami*- a lesser deity. As such, though it is considered technically mindless, it has an Intelligence score and can speak, usually just to threaten, intimidate and demand tribute from mortals. The Biwa Centipede does have a few skill ranks and feats.

Poisoned Ghost of the Lake (SP)

As a move equivalent action, the Biwa Centipede can teleport to any place touched by Lake Biwa's waters. Effectively, it can appear anywhere within Lake Biwa, within any area covered by a waterway connected to Lake Biwa. When conditions are rainy, snowy or wet, the Biwa Centipede can also teleport to anywhere within 100 miles of Lake Biwa that is also experiencing rainy, snowy or stormy conditions.

This ability functions as *greater teleport* expect as described above. The Biwa Centipede can teleport itself plus one Large or smaller target it is currently grappling only.

Salvia Vulnerability (EX)

The Biwa Centipede is poisoned by human saliva. As a move equivalent action, humanoids with the human subtype can rub spittle on a weapon, or upon an arrow, or even on their fists, feet or knees in the case of unarmed fighters. Firearms and energy weapons cannot be spit on in this manner, unfortunately.

For one round after being rubbed with spittle, strikes with the weapon negate the Biwa Centipede's regeneration.

Alternatively, a human character can spit directly on the Biwa Centipede as a ranged touch attack with a maximum 20 ft range. The spit inflicts 1d6 damage per 4 character levels (maximum 5d6 at 20th level) and negates the Biwa Centipede's regeneration.

Roleplaying

In the mythic past, Tawara Toda, the heroic archer nicknamed "Lord Bag of Rice" for his inexhaustible riches and food producing magic slew a colossal centipede that was devouring those living on the shores of Lake Biwa, man and *kami* alike. So useful to the Black Else was the colossal, all-consuming centipede that the Elder Oni bred others of its ilk. Today, a new Biwa Centipede slumbers beneath the frigid and calm lake. When its hunger finally awakens it, the city of Imazu will die, as will the centipede-samurai called *Omukame*, who built their school on the shores of the cold lake.

The Biwa Centipede is a colossal multi-segmented insect. Its number of legs is truly incalculable, and its body trails miles into the distance. Seeing the sheer bulk of the thing is a mind-shattering experience. The Biwa Centipede has a shell of black, brown and gold, and markings on its carapace form blasphemous sutras, written in truly ancient, primordial *kanji.*

Kaiju, Vitruvian Walker - CR 28

Colossal CE Monstrous Humanoid (Kaiju)
XP 4,915,200
Init +10
Senses Perception +40**,** Darkvision 600 ft, lowlight vision, scent, blindsense 100 ft
Languages Japanese, Infernal (cannot speak intelligibly)

Defense
AC 47 **Touch** 5 **Flatfooted** 44 (-8 size, +32 natural, +2 DEX, +1 dodge)
HP 34d10 + 510 + 34 hp (731 HP)
Damage Reduction 20/epic
FORT +27 **REF** +21 **WILL** +25
Defensive Abilities absorb filth, ferocity, recovery
Immune acid, ability damage, ability drain, death effects, disease, energy drain, fear
Resist cold 30, electricity 30, negative energy 30, sonic 30

Offense
Spd 120 ft
Melee bite +51 (plus grab, 19-20/x2), two slams +51 (6d6+25 bludgeoning plus grab, 19-20/x2)
Attack Options Cry of Absolute Madness (500 ft radius, 10d6 sonic and *confusion* 2d6 rounds, WILL DC 32 half)
Special Attacks breath weapon, fast swallow, hurl foe, swallow whole (10d6 bludgeoning plus 10d6 acid, AC 32, 51 HP), trample (3d8+25 bludgeoning, DC 51), vomit the bones (see text)

Statistics
Str 60 **Dex** 15 **Con** 40 **Int** 3 **Wis** 23 **Cha** 21
Base Atk +34 **CMB** +67 **CMD** 80
Space 60 ft **Reach** 60 ft
Feats Ability Focus (breath weapon), Ability Focus (cry of absolute madness), Cleave, Critical Focus, Dodge, Great Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (bite), Improved Critical (slam), Improved Initiative x2, Improved Overrun,

Mobility, Power Attack, Spring Attack, Staggering Critical, Stunning Critical, Toughness
Skills Perception +40
Special Qualities massive, ferocity

Ecology
Environment any land (usually Tottori Prefecture)
Organization always solitary
Treasure triple standard (in lair)

Special Abilities

Absorb Filth (SU)

The Vitruvian Walker draws shit and foulness to its raw, red, bleeding body to heal itself. Any spell with either the Acid or *Skatto* descriptors within 100 ft of the Vitruvian Walker has no effect, and instead heals the Walker for 2d10 HP per level of the spell.

Breath Weapon (SU)

Once every 1d4+1 rounds, the Vitruvian Walker can piss boiling, toxic blood from her tattered, torn pussy. Though this attack emits from her horribly scarred genitals, this attack otherwise follows all the rules for a breath weapon.

The Vitruvian Walker's breath weapon is a 1,000 ft line. All creatures caught in this area of effect take 20d6 points of acid damage, 20d6 points of fire damage and must succeed at a DC 33 FORT Save or contract Vitruvian Madness (see below). This is considered a *skatto* effect. A DC 35 REF Save halves the damage.

A creature slain by this attack melts away into sticky, blood red slime and its possessions are destroyed. The slain creature rises in 2d6 minutes as a **Tottori Horror** (CR 12) unless *remove curse* is successfully used on the corpse prior to the rise. A slain creature with at least 25 Hit Dice rises as a new **Vitruvian Walker** instead!

Vitruvian Madness

Type: *Magical Disease, injury*
Save: *FORT DC 33*
Onset: *1d8 rounds*
Frequency: *1/minute*
Effect: *1d8 WIS. Targets are confused while suffering Vitruvian Madness. A target reduced to 0 WIS by Vitruvian Madness dies, and rises as a Tottori Horror under the Vitruvian Walker's control within 2d4 rounds.*
Cure: *3 consecutive saves*

Cry of Absolute Madness (SU)

As a standard action, the Vitruvian Walker can throw back its head and howl- emitting a piercing shriek that can be heard for a dozen miles. All creatures within 500 ft of the Vitruvian Walker suffer 10d6 Sonic damage and become *Confused* for 2d6 rounds. A successful DC 32 WILL Save halves the damage and negates the *Confused* condition.

Vomit the Bones (EX)

As a swift action after reducing a Swallowed creature to 0 HP, the Vitruvian Walker can vomit up a disgusting slime of digestive juices, disintegrating flesh and bone shards. Doing so creates a 300 ft cone of *Difficult Terrain* directly in front of the Walker. For 1d4 rounds after this area is created, any creature ending its turn in this area suffers 8d6 acid damage (FORT DC 33 half).

Roleplaying

The Vitruvian Walker is the most powerful of the Horrors infesting Tottori Prefecture. The monster introduced itself to the world by annihilating the city of Yurihama and either slaughtering the inhabitants outright or transforming them into new breeds of Tottori Horrors. Project GILGAMESH has stepped up efforts to eradicate the invasion, but even their cutting edge golem-mechs are little use against the raw power of the Walker. The monster's lair is crammed with gigantic rotting heads ripped off of heroes and beasts sent to stop her. The Vitruvian Walker acts as a breeder of new Tottori Horrors, to replace those slain in combat, or who perish in Earth's alien (to them) atmosphere. The Vitruvian Walker creates Horrors but does not command them- the Horrors themselves flee when the Walker emerges from its sea-side lair, and it will devour one of its own without care.

The Vitruvian Walker is a gigantic humanoid figure who stands nearly as tall as the Tokyo Tower. It resembles a human corpse with mad, yellow eyes that has been flayed. Blood drips over raw muscle fibers like bunched anchor cables, and patterns of yellow fat decorate its torso and limbs. Beneath the blood and rot-slime ichor, it is female, with a cavernous, flayed vulva that drips unearthly fluids. Though mind-breakingly huge, the monster is capable of incredible speed.

Kanedama - CR 5

Medium LE Monstrous Humanoid
XP 1,600
Init +3 **Senses** Blindsight 90 ft, Scent, Perception + 9
Languages Japanese, Infernal

Defense
AC 16 **Touch** 13 **Flatfooted** 13 (+3 DEX, +3 equipment)
HP 6d10 + 12 hp (45 HP)
FORT +4 **REF** +8 **WILL** +8
Immune visual effects (blind)

Offense
Spd 30 ft **Climb** 30 ft
Melee +10 combat baton (1d6+4 bludgeoning, 19-20/x2)
Ranged +9 Glock pistol (2d6 ballistic, 20/x2, 30 ft range increment, single shot, 17 round clip)
Special Attack Modifiers The Kanedama and all allies inflicts an additional 2 points of damage on all successful attacks after the first hit.

Statistics
Str 18 **Dex** 16 **Con** 15 **Int** 10 **Wis** 17 **Cha** 13
Base Atk +6 **CMB** +10 **CMD** 23
Feats Combat Reflexes, Double Tap, Light Armor Proficiency, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency
Skills Drive +9, Intimidate +7, Knowledge (streetwise) +6, Perception +9
Gear light undercover shirt, combat baton, Glock 9mm pistol, 2x clips, suit and sunglasses

Ecology
Environment any urban (Japan)
Organization gang (2d4) plus a few Binbogami zombies
Treasure standard (including gear)

Special Abilities

Blindsight (EX)

The eyeless Kanedama are immune to gaze attacks, visual attack forms (such as a flash bang grenade). They have blind sense with a 90 ft radius, and the scent special quality. They can track by scent alone.

Cowards Prosper (SU)

Kanedama are cowardly fighters, without enough honor or courage to question their masters' commands. They prefer to gang up on outnumbered prey.

Anyone damaged by a Kanedama suffers an additional two points of damage on all successful attacks made by anyone allied to the Amakaze for 12 hours after the injury (maximum +10 damage). This extra damage also applies to all successful attacks the Kanedama makes after the first. (This bonus damage applies to the following creatures in this sourcebook: Amakaze, Binbogami, Kanedama, the unique creatures Momotaro and Taru Tsuyoi, and possibly other creatures at the GM's discretion).

Roleplaying

The Kanedama are the trusted servants of the Amakaze, often sent on missions into the Earth Realm to recover artifacts, eliminate adversaries or intimidate them into compliance. These legions of minor *oni* are merely demonic errand boys, but have earned a degree of trust from their masters. Kanedama are likely to be sent to eliminate heroes who've become an annoyance to the Amakaze. In this case, a favorite tactic is to drive an entire panel van full of starving Binbogami zombies into the heroes' homes and unleash them in the dead of night.

Kanedama are the quintessential 'men in black'. They look like forgettable, almost pathetic salarimen. Their dark suits are cheap and rumpled, and they complain about their bosses, their horrible working conditions and their miserable lot in life constantly. The man-like creatures do not have eyes, but hide this lack behind dark sunglasses. If the demonic thugs ever took off their suit, you'd see a dog's leering mouth where a man's penis should be, a final joke played on them by their masters and creators.

Kitsune-Kiiroi Rapist - CR 5

Medium CE burakumin Fey (Kitsune)
Combatant 6
XP 1,600
Init +2 **Senses** lowlight vision, Perception +7

Languages Japanese
Aura Rapist's Camaraderie (30 ft, receive a +1 bonus on melee attack rolls, grapple checks and unarmed damage rolls against women per creature that has committed rape within the past 24 hours; max +10 bonus)

Defense
AC 14 **Touch** 14 **Flatfooted** 11 (+2 DEX, +1 class, +1 dodge)
HP 6d10 + 6 hp (49 HP)
FORT +6 **REF** +7 **WILL** +2

Offense
Spd 50 ft
Melee +8/+3 unarmed strike (1d10+2 bludgeoning, 20/x2)
Melee +8/+3 phallic spear (1d8+2 piercing, 19-20/x2, 20 ft reach)
Special Qualities Evasion, Fox Skills, Liver of Immortality
Spellcasting Spell-Like Abilities (CL 6th Concentration +6)
2x/day- Alter Self

Statistics
Str 14 **Dex** 15 **Con** 12 **Int** 11 **Wis** 10 **Cha** 11
Base Atk +6 **CMB** +8 (+11 grapple) **CMD** 20
Feats Dodge, Improved Grapple, Phallic Spear Technique, Rapist's Camaraderie, Scorpion Style
Skills Acrobatics +9, Climb +13, Intimidate +7, Knowledge (local) +7, Perception +7 Stealth +9
Gear plastic kitsune mask, bottle of bleach (to get rid of semen evidence….)

Ecology
Environment urban (most commonly hanging around Nyorai Shrine in Saga Prefecture)
Organization gang of 2d6 (they always outnumber any victim at least 3-1)
Treasure half-standard or less

Special Abilities

Accustomed to Filth (EX)

Burakumin live amid the refuse and filth of society, and their hovels are built amid shit and stagnant water. The Burakumin are immune to the effects of the *stench* special quality, and receive a +4 template bonus on FORT Saves against other foul stenches and inhaled toxins.

They make excellent shit-mages, if they learn any *skatto* feats, the saving throw DC associated with their powers are increased by +2. In addition, the burakumin receives an additional +2 template bonus on saves against *skatto* magic.

Accustomed to Hunger (EX)

Burakumin live on the verge of constant starvation, and require only half the food and water of a similarly sized humanoid to survive.

Arrogant Style (EX)

The Kitsune-Kiiroi taunts his opponent mercilessly as he fights, and his stance exudes arrogant confidence. He may make an Intimidate check to demoralize an opponent as a move equivalent action.

Butterfly Stance (EX)

The Kitsune-Kiiroi floats like a butterfly when he fights, nimbly dancing on the balls of his toes, evading enemy blows with a laugh.

When fighting defensively or taking the total defense action, the Kitsune-Kiiroi receives +1 competence bonus to AC (not reflected in the statblock above). He loses this bonus when denied his DEX bonus to AC.

Counter Grapple (EX)

Starting at 4th level, the Kitsune-Kiiroi may make an attack of opportunity against a creature attempting to grapple him. This does not allow the Kitsune-Kiiroi to make an attack of

opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability. Since the Kitsune-Kiiroi is 6th level, he may use Counter Grapple even if his attacker has concealment or total concealment.

Evasion (EX)

Beginning at 2nd level, the Kitsune-Kiiroi can avoid damage from many area-effect attacks. If the Kitsune-Kiiroi makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Kitsune-Kiiroi is unarmored; a helpless Kitsune-Kiiroi does not gain the benefit of evasion.

Four Footed Trickster (SP)

Standard Kitsune ability, as described in the Enigma Clan Fox write-up.

Maneuver Training (EX)

The Kitsune-Kiiroi receives a +1 bonus on Combat Maneuver checks made to begin or maintain a grapple.

Phallic Spear Technique (SU)

As a move equivalent action that provokes attacks of opportunity, the Kitsune-Kiiroi may transform his penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 20 ft. The phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

The flexible, muscular combat penis grants him a +2 bonus to CMB checks Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1, 14 HP.

If the Phallic Spear is severed, the Kitsune-Kiiroi loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until the Kitsune-Kiiroi receives any amount of magical healing or a DC 15 Heal check.

Reviled (EX)

Burakumin are unwelcome in polite society, and despised by even the lowest heimin. When making any Diplomacy, Perform or Intimidate check against any member of one of the other social classes of the Tatakama or Black Japan, the Burakumin must roll 2D20 and take the worse of the two rolls.

If both rolls are 1 or 2, the Burakumin has made some huge social blunder that earns the enmity of whoever he is addressing. The check's target automatically has his or her attitude worsened two steps, and the Burakumin suffers a permanent -2 penalty on all future CHA-based skill checks against that character.

Silencing Blow (EX)

With a painful jab to your opponent's throat, the Kitsune-Kiiroi renders her incapable of speech.

The Kitsune-Kiiroi may activate this Technique prior to making an Unarmed Strike. If the attack is successful, the victim must succeed at a FORT Save (DC 10 + ½ the damage inflicted) or lose the ability to speak for 1d6 minutes, or until they receive any amount of magical healing. The Kitsune-Kiiroi must be able to easily strike your opponent's throat or mouth to use this ability; creatures immune to Critical Hits or stunning are also immune to Silencing Blows.

Superior Grapple (EX)

The rapacious Kitsune-Kiiroi is a superior grappler. He suffers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled.

Uncanny Dodge (EX)

The Kitsune-Kiiroi gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he loses his DEX bonus to AC if immobilized. A Kitsune-Kiiroi with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

Roleplaying

This nude, masked thug is obviously kitsune. His tail whips the air behind his muscular buttocks, and his erect cock twitches and drips in anticipation of violence. A thought, and he turns his cock into a killing tool. These arrogant, taunting monsters lurk around the Nyorai Shrine in Saga Prefecture, in packs of around a half dozen. They keep it in their pants (mostly) during daylight hours, catcalling women, groping them on subways and picking fights with foreign tourists…especially if they outnumber them 3-1.

Kitsune-Kiiroi Rapists are pack hunters and opportunists. The more of them around, the worse they are, and the likelier the rape is going to turn into a murder. The opposite's also true. If there's only one left standing, all you'll see of him is a naked ass and an amber furred tail, rapidly streaking towards safety.

Koma-Inu - CR 8

Large N Construct
XP 4,800
Init +2 **Senses** Darkvision 60 ft, Perception +0

Languages none

Defense
AC 21 **Touch** 11 **Flatfooted** 19 (-1 size, +2 DEX, +10 natural)
HP 10d10 + 20 hp (75 HP)
FORT +3 **REF** +5 **WILL** +3
Immune construct immunities, Bludgeoning damage

Offense
Spd 50 ft
Melee +16/+11 claws (2d6+7 slashing, 20/x2)
Special Actions pounce, rake (2d6+7 slashing, 20/x2)
Deafening Roar (30 ft radius 2d6 sonic plus *deafness* 1d4 minutes, FORT DC 16 negates)

Statistics
Str 25 **Dex** 14 **Con - Int - Wis** 10
Cha 1
Base Atk +10 **CMB** +18 **CMD** 29 (+33 vs trip)

Ecology
Environment any urban (Japan)
Organization usually pair, occasionally solitary
Treasure usually standard, sometimes much more (protected goods)

Special Abilities
Divine Father of Cats (SU)
In addition to its role as a guardian beast, the Koma-Inu also serve as a focal point for a unique kind of sexual magic. Across Japan, its an open secret that if you wish to bear a cat-child, masturbating to orgasm with the Koma-Inu's stone phallus will help you accomplish your goal.

Any humanoid female who willingly does so is impregnated with either a Felis Major Anthro (male) or Felis Minor Anthro or Nekomusune (female) child. Women from across Japan occasionally visit the Fashion Club for this reason and are welcomed gladly by the club's owners.

Unless attacked first or specifically ordered to do so by its creator, a Koma-Inu will not attack a member of a feline species. The otherwise mindless monster considers all such beings its children.

Deafening Roar (SU)

As an attack action, the Koma-Inu can throw back its stone head and unleash a roar like an airliner taking off. All creatures within a 30 ft radius of the stone cat suffer 2d6 points of sonic damage and must succeed at a DC 16 FORT Save or be deafened for 1d4 minutes.

Roleplaying

Traditionally, Koma-Inu guardians were ornately sculpted lions flanking the entrances of great Buddhist temples. In the modern era, these artfully carved and expertly painted lions also guard the doors of Fashion Club Nekomimi. These new-era living statues are even more spectacular than their ancient relatives. Their stone bodies are etched and painted with anime style. Magic and luminous neon tubes buried deep within their nearly indestructible stone hides bathes new-era Koma-Inu in a rainbow of patterns and colors.

Many of the Occult Vending Machines hidden throughout Japan are also protected by a single Koma-Inu, who slumbers within the machine until summoned. Thieves beware.

Construction

A Koma-Inu can be constructed from several about a ton of fine granite or marble, mixed with the urine of a Nekomusume who has not yet been bred, worth about 900 gp/DC 17.

Koma-Inu Creation
CL 9th **Price** 7,500 gp (DC 25)
Construction
Requirements Craft Construct, *geas/quest, magic fang, stoneskin*
Skill Craft (sculpture) DC 15
Cost 3,750 gp (DC 22)

Little Witch - CR 1/2

Small NG Human Adept 2
XP 200
Init +4 **Senses** Perception +2
Languages Celestial, Japanese

Defense
AC 12 **Touch** 11 **Flatfooted** 12 (+1 size, +1 armor)
HP 2d6-2 hp (5 HP)
FORT -1 **REF** +0 **WILL** +4

Offense
Spd 20 ft
Melee -1 unarmed strike (1d4-1 nonlethal, 20/x2)
Spellcasting (CL 2nd Concentration +6)
First Level – Prepared: bless, cure light wounds
Zero Level – Favorites: detect magic, mending, stabilize

Statistics
Str 7 **Dex** 11 **Con** 9 **Int** 12 **Wis** 13 **Cha** 11
Base Atk +1 **CMB** -2 **CMD** 8
Feats Alertness, Improved Initiative
Skills Acrobatics +1, Heal +5, Knowledge (arcana) +2, Knowledge (religion) +5, Sense Motive +3, Spellcraft +6
Gear school uniform, backpack, iPhone, wand of stabilize (20+3d6 charges remaining)

Ecology
Environment any (usually found throughout Japan, but might take a class trip anywhere in the world, or even to the safer parts of the Tatakama)
Organization solitary, pair or class (20+2d4 students plus one 5th-6th level Human Wizard, Oracle, Bard or Cleric as a teacher)
Treasure standard (including gear)

Special Abilities

Angelic Little Loli (SU)

The Little Witch's innocence provides a +1 holy bonus on all saving throws against the hostile attentions of evil outsiders and undead.

Hostile creatures of those types who confirm a melee critical hit against the Little Witch must succeed at a DC 11 WILL Save or be *shaken* for as long as they remain in her presence and for 1 round after they leave it. Once a creature saves against this effect, it cannot be affected by this ability again for 24 hours. The Little Witch loses access to this power for 24 hours if she engages in consensual penetrative sex.

Familiar (EX)

The Little Witch has a familiar that she loves and dotes on. Roll 1d6 to determine exactly what kind of creature it is. The GM can also substitute other familiars to give their Little Witch a unique flavor.

1- Parrot (use raven stats), 2- Penguin (this sourcebook), 3- Cat
4-Fox 5-Rat (or mouse) 6- Spark Fox (this sourcebook)

Roleplaying

The Little Witch represents a young, pre-teen student at one of Black Tokyo's elite magical academies. She might be a precocious 5th or 6th grader attending Tanso Middle School, a new transfer student to the Clovers Academy, an underclassman just enrolled in the Hanging Academy, and still unsure whether or not she will choose the noose or eventually graduate as a mortal spellcaster. The Little Witch is cute, sprightly and a little hyperactive. She learns quickly…but not quite as quickly as she thinks she does. She is accompanied everywhere by her familiar- a tiny mystical creature she only recently summoned.

Similar Creatures

Undead Little Witch (CR ½)

An Undead Little Witch is an immature Goryohime, only recently become undead. She still maintains many mortal relationships, including a very complicated relationship with her parents, who are not quite sure whether to grieve for their daughter, or celebrate the immortal maiden she has become.

- The Undead Little Witch is a Medium Goryohime.
- Her AC is 11 due to her Medium size, and she has a base land speed of 30 ft.
- She has 7 HP and all the immunities common to player character undead.
- Remove the Alertness feat.

Menurabe - CR 7

Tiny CE Undead (swarm)
XP 3,200
Init +1 **Senses** Darkvision 90 ft, Perception -5
Languages none

Defense
AC 15 **Touch** 13 **Flatfooted** 14 (+2 size, +1 DEX, +2 natural)
HP 10d8 hp (45 HP)
FORT +3 **REF** +4 **WILL** +2
Immune undead immunities, swarm immunities (half damage from weapons)
Weaknesses Sunlight Powerlessness

Offense
Spd Flight 30 ft (perfect)
Melee swarm (1d8-3 slashing plus 1d6 cold and energy drain)
Special Attacks energy drain (1 level, DC 15)

Statistics
Str 3 **Dex** 13 **Con** - **Int** - **Wis** 1 **Cha** 10
Base Atk +7 **CMB** - **CMD** -

Ecology
Environment any
Organization always solitary
Treasure incidental

Special Abilities

Resurrection Vulnerability (SU)
A raise dead or similar spell cast on a Mekurabe destroys it (WILL negates). Using the spell in this way does not require a material component.

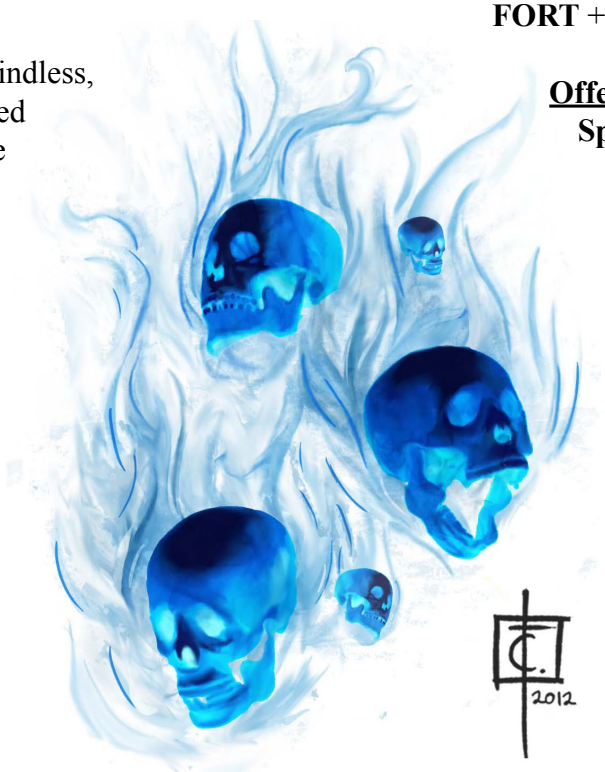
Split (SU)
A Mekurabe that is destroyed by weapon damage instead splits into two identical Mekurabe, each with full Hit Points. Newly created Mekurabe fade to nothingness with the dawn, leaving only one newly created Mekurabe in existence, as a replacement for the destroyed original.

Sunlight Powerlessness (EX)
A Mekurabe caught in sunlight cannot attack and is staggered.

Warrior's Appraisal (SU)
A Mekurabe can automatically sense a creature's base attack bonus, and it attacks creatures with higher BAB over those with lesser BAB whenever possible.

Roleplaying
Mekurabe are mindless, instinctive undead created where large numbers are slain by violence. They lurk around the sites of mass murders, undiscovered gang killings and war time atrocities; a handful have formed in TBMS gas chambers, called into the being by the death of so many catgirls in one place. They lurk silently beneath the floor boards or in hidden alcoves, stirring only when a skilled warrior enters their territory. Then, the Mekurabe will swarm endlessly- they are more than capable of overwhelming even a highly trained soldier or martial artist by sheer numbers and dark tenacity.

Mekurabe resemble floating drifts of yellowed, aged skulls, some marred by whatever fatal injury killed the creature. They are held suspended in waves of cold blue-violet flame. When they attack, the motley assortment of skulls swarms over a victim, biting them to death with sharp, cold teeth.



Mie and Mau, Catgirl Rogues - CR 2 each

Medium LG or LN Humanoid (Nekomusume) Rogue 3
XP 600
Init +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +8
Languages Japanese

Defense
AC 16 **Touch** 13 **Flatfooted** 13 (+2 DEX, +1 dodge,+3 armor)
HP 3d8 + 3hp (18 HP)
FORT +2 **REF** +5 **WILL** +3

Offense
Spd 30 ft Climb 30 ft
Melee +2 combat knife (1d6 slashing, 19-20/x2)
Ranged +5 suppressed MP5 (2d6 ballistic, 20/x2,50 ft range increment, semi auto, 30 box)
Sneak Attack +1d6
Special Qualities Trapfinding, Trap Sense +1

Statistics
Str 11 **Dex** 15 **Con** 13 **Int** 9 **Wis** 14 **Cha** 13

Base Atk +2 **CMB** +2 **CMD** 15
Feats Advanced Firearms Proficiency, Armor Proficiency (light), Dodge, Gifts of Ecstasy, Personal Firearms Proficiency, Simple/Marital Weapons Proficiency Skill Focus (stealth)
Skills Acrobatics +8, Bluff +7, Climb +8, Knowledge (local) +5, Perception +8, Stealth +12, Use Magic Device +7
Gear studded leather armor, combat knife, suppressed H&K MP5 and 4x spare clips, cellphone

Ecology
Environment any urban (usually somewhere in Rappongi)
Organization paired with her twin sister
Treasure standard

Special Abilities

Evasion (EX)

If Mie or Mau is exposed to any effect that normally allows a character to attempt a Reflex Save for half damage, she suffers no damage on a successful saving throw. This ability can only be used when Mie or Mau is wearing light armor or no armor.

Kiss Catgirl (SP)

The sight of two cat-girls kissing can warm even the coldest heart. Four times per day, Mie or Mau can kiss another Nekomusume or feline Anthro as a full round action. Doing so creates a *Bless* effect centered on the kissing catgirls, which affects all allies who would be sexually attracted to the Nekomusume. The caster level is equal to the sum of the two cat-girls' total character levels (6th level if Mie and Mau kiss).

Nimble Climber (EX)

When Mie or Mau fails a Climb check by 5 or more, she can immediately make another Climb check at the surface's base DC +10. If successful, she stops her fall by clinging onto the surface. Mie/Mau does not take falling damage when she stops her fall in this manner.

Roleplaying

Mie and Mau are identical twin Nekomusume, with the silky white pelt and vibrant blue eyes of a Persian-*sapiens* hybrid. They don't talk to humans much, and don't really trust them, though they occasionally open up to spellcasters, *Kitsune* and other Nekos. Most of the time, the twin sisters/hawt lesbian lovers keep to the script of the movie of their life story playing in their heads. It's half porno and half big gun action movie, and Mie and Mau conduct themselves in accordance with this cinematic fantasy running through their white furred heads. They spend most of their free time kissing and cuddling distractingly with each other, only to pull out their MP5 to rake a TBMS executioner with a line of semi-auto tracers before spitting out a good one liner. (Yes, they've loaded a suppressed weapon with tracers. Yes, they fully realize how stupid this is. Yes, they do it anyway.)

Come to think of it, most of the time, when they open their mouths, an action movie cliché comes out. Mie and Mau (nobody is really sure which is which) finish each others sentences or argue about old grievances that nobody but them understands. They're always laughing at some joke that only they know. The twin catgirls are never more than tail's length away from each other.

When they go into battle, it's in matching matte black body armor. One of them (we think Mie) accents her armor with pink, while the other accents her armor with orange. Both carry suppressed submachine guns that they lavish almost maternal affection upon.

Ridiculous Fucking Guns - CR 4 each

Occasionally, Mie and Mau bust out even more ridiculous weapontry- futuristic guns the size of small mopeds that fire bolts of anti-matter, charged particles and caged singularities.

Nobody knows where the catgirls get these sci-fi guns, but they are certainly enthusiastic in their overkill, and seemingly unconcerned with their weapons destruction. They abandon their mammoth guns as necessary, along with any other ultra-tech they display. If the situation calls for the BFGs, the twin catgirls also usually outfit themselves with advanced, form-fitting powered armor with minor strength enhancement and flight capabilities. Note that everything is rigged to self destruct if the catgirls' brainwaves cease. It's rumored the catgirls have caches of their 'overkill cannons' and multiple suits of customized, flight capable powered armor at ammo caches hidden throughout Tokyo.

If you wish to increase Mie and Mau's offensive and defensive punch, make the following changes to their statblock.

Mie and Mau: BFG Mode

AC 21 **Touch** 13 **Flatfooted** 19 (+2 DEX, +1 dodge, +8 armor)
HP 3d8 + 3hp +50 hp (from armor) (68 HP)
Spd 30 ft Climb 30 ft Flight 90 ft (average)
Melee +5 combat blades (1d8 +3 slashing, 19-20/x2)
Ranged +5 overkill cannons (3d6 energy*, 20/x3, 100 ft range increment, fully automatic, 30 cell)

*The damage from the overkill cannon is an unspecified energy type, and is not subject to energy resistance or immunity. Targets destroyed by this cannon are disintegrated.

Special Attacks Overkill Cannon Breath Weapon (every 1d6 rounds, 6d6 energy*, 30 ft line, REF DC 12 half)
Gear as main statblock plus overkill cannon, and 5x spare energy clips

Miidera - CR 12

Medium CE Undead (Goryohime)
XP 19,200
Init +7 **Senses** Darkvision 60 ft, lowlight vision, Perception +1
Languages Cantonese, English, Japanese, Mandarin, Tagalog

Defense
AC 23 **Touch** 19 **Flatfooted** 14 (+3 DEX, +1 dodge, +4 armor, +5 morale)
AC w/o dance 17
HP 17d8 + 119 hp (196 HP)
FORT +5 **REF** +9 / +8 w/o *dance* **WILL** +11
Immune undead immunities, spells and effects with the *skatto* descriptor

Offense
Spd 70 ft Flight 110 ft (good) or *40 ft/ Flight 80 ft (good) w/o dance*
Melee +24/+24/+19/+14 beauty knives (1d4+12 slashing, 19-20/x2)
Melee (w/o *dance*) +19/+14/+9 beauty knives (1d4+7 slashing, 19-20/x2)
Spell-Like Abilities
(CL 17th Concentration +24)
At Will – Demean (W-DC 19)
- Enter Image (Shibuya display screens bearing her image only)
- Shout (F-DC 23)

3x/day – Charm Monster, Mass (W-DC 25)
- Dance of a Thousand Cuts (effects are already figured into this statblock; Miidera will always cast this spell at the beginning of any combat)
- Overwhelming Presence (W-DC 25)
- Waves of Ecstasy (W-DC 25)

Statistics
Str 13 **Dex** 16 **Con - Int** 12
Wis 13 **Cha** 24
Base Atk +12 **CMB** +13 **CMD** 26
Feats Combat Expertise, Combat Reflexes, Greater Disarm, Greater Feint, Improved Disarm, Improved Feint**,** Improved Initiative, Greater Spell Focus (enchantment), Spell Focus (enchantment)
Skills Bluff +20, Diplomacy +20, Fly +15, Intimidate +20, Knowledge (pop culture) +11, Sense Motive +11, Stealth +16, Spellcraft +14, Use Magic Device +20
Gear *beauty knives, necklace of mage armor,* wand of inflict light wounds, iPhone

Ecology
Environment the Shibuya district of Tokyo or in beautiful places, surrounded by beautiful people and dying little girls, anywhere in the world

Organization sometimes accompanied by Rokurokubi, Sazae-Oni or other beautiful predators
Treasure double standard (including gear)

Special Abilities

Goryohime Blood (EX)

Miidera is considered a Goryohime for all effects related to race.

Memetic Phylactery (SU)

As long as the public loves her, Miidera cannot truly die. If slain, her body immediately begins to reform at a randomly chosen location important to her (her studio, her current home in Tokyo, her offices in the world-famous 109 Building in Shibuya, her childhood home in Kyoto, or the site of her first major modeling assignment at a Monaco hotel, among others). It takes 1d10 days to reform her body- if this body is destroyed, it will begin forming anew at one of the other critical locations. Miidera awakens in her new body fully healed (though missing any possessions left behind on her original body) after this period ends.

The only way to prevent Miidera's rejuvenation is to create a scandal sufficient to end her career. The revelation of her undead nature, tying her to the death of any of her young victims, or a more mundane scandal (if successful) will allow for Miidera's permanent destruction.

The Sweet Flesh of a Dead Girl (SU)

As a full round action, Miidera can devour the heart of a Goryohime slain within the previous minute. Doing so restores a number of Hit Points equal to the Goryohime's Hit Dice plus her CHA modifier and breaks any harmful *transmutation* or *enchantment* effect currently afflicting Miidera. A Goryohime whose heart is consumed cannot be returned to (un)life by *raise dead- resurrection* or more potent magic is needed.

Roleplaying

Miidera was one of Japan's youngest and most ethereally beautiful supermodels and most promising new idols. Her body simply shut down one day, after a short lifetime of self-imposed starvation. She awoke in her own corpse only minutes after her heart stopped and through sheer will and a guileful, deceptive nature that her undeath had only magnified, maintained the illusion that she still lived. As a living corpse, Miidera was even more seductive, her beauty even sharper, her poise greater than ever before.

Two years after her death, Miidera is the most famous model in Japan. If you met her at a premier, or caught her on the way into an exclusive Shibuya nightspot, Miidera would be gracious. She would sign an autograph and you would fall in love with the life in her eyes.

She smiles, she preens, she laughs, and it is all a façade. As undead, Miidera is defined by a gnawing hunger- the anorexic hunger of her mortal existence, magnified and honed into something lethal. To assuage her hunger, Miidera preys on other undead; the young Goryohime that worship her as a fashion icon are her favorite prey. Her hunger- which is so intense it often drives her to feral insanity- only leaves her in those orgasmic moments after she rips the dead heart of a Goryohime from her chest and devours it.

Despite her hunger, Miidera is a cunning hunter. She acts as a mentor to young human models and is a master of dark psychology. She can play on fears and inadequacies, driving her protégés to self loathing and eating disorders in an effort to match her lifeless beauty. A few, she convinces to become Goryohime. She watches their mortal deaths with greed and lust, and allows them a few weeks of pleasure as a fellow undead before devouring them.

She owes them that little.

Dr. Jiro Momonjii - False Form - CR 10

Medium LE Human Expert 12
XP 9,600
Init +0 **Senses** Perception +18
Languages Cantonese, English, French, Japanese, Mandarin, Tagalog, Thai, Vietnamese
Aura The Weakness of Woman (60 ft, female characters cannot confirm critical hits or sneak attack)

Defense
AC 14 **Touch** 10 **Flatfooted** 14 (+4 armor)
HP 12d8- 12 hp (42 HP)
FORT +3 **REF** +4 **WILL** +11
Immune mind-affecting abilities

Offense
Spd 20 ft
Melee +7/+2 unarmed strike (1d3-2 bludgeoning, 20/x2)
Ranged +9/+4 light laser pistol (1d6 force, 20/x3, 100 ft range increment, semi auto, 15 cell)

Statistics
Str 6 **Dex** 10 **Con** 8 **Int** 23 **Wis** 18 **Cha** 12
Base Atk +9 **CMB** +7 **CMD** 17
Feats Mastercrafter (pharmaceuticals), Medical Expert, Skill Focus (Computer Use, Diplomacy, Heal), Surgery
Skills Bluff +16, Craft (alchemy) +21, Craft (pharmaceutical) +21, Computer Use +27, Diplomacy +24, Heal +26, Intimidate +16, Knowledge (arcana, civics, technology) all at +21, Perception +18, Use Magic Device +16
Gear wristwatch of mage armor (as ring), iPhone, upgraded +1 laptop, light laser pistol and 2x spare clips

Ecology
Environment any urban (usually found conducting business in Ehime or Tokyo Prefectures, sometimes found abroad)
Organization usually accompanied by Asami Kumo or other highly competent bodyguards
Treasure double standard (including combat gear)

Special Abilities

Black Truth (SU)

When Dr. Jiro Momonjii (False Form) is slain, his corpse bubbles and roils and his hideous true, god-form emerges from the tattered remnants of the mortal physician's dark suit. **The True Momonjii** appears on Dr. Jiro Momonjii's initiative count on the following turn; reroll The True Momonjii's initiative check result with its own Initiative modifier. If this result is higher than the False Form's initiative check result, use that for the True Momonjii's instead.

Dr. Jiro Momonjii cannot assume the form of the True Momonjii at will. Instead, the human false form must die for the transformation to occur. The True Momonjii may choose to assume it's false form with one minute of concentration; the True Momonjii cannot assume its false form again until 24 hours have elapsed since its death.

The Weakness of Woman (SU)

Dr. Jiro Momonjii radiates an aura of almost palpable misogyny. Within 60 ft of the good doctor, female creatures cannot confirm critical hits nor inflict sneak attack damage. Dr. Momonjii can designate a number of females equal to his INT modifier (+6) to be immune to this aura. He may designate or change these women as a swift action; usually Dr. Momonjii only allows Asami Kumo to inflict critical hits and sneak attacks in his presence.

Roleplaying

Dr. Momonjii is the creator of the modern **POETICA** love-android, the first prototypes of which came on line in the early 1980s. The ancient, mustachioed man owns property throughout Japan, spending his twilight years at his home just outside Hiroshima. The withered scientist's right arm ends in a mutilated stump that he keeps hidden within his dark

kimono sleeves- a memento of the atomic destruction he survived in his youth.

Despite his disability, Momonjii became a physician during the late 1950s and provided abortions for Hiroshima's women for nearly thirty years before beginning a new phase of his career. Using a blend of magic, science and the kind of dark inspiration that the **Akashita Winds** bring, the physician was able to extract 'shards' of a gestating soul, and grow it to a false maturity in a womb-machine. The result was the first POETICA, a kind of android far superior to anything Black Japan's robotics industry could produce through purely technological means. Within a year, Dr. Momonjii was among Japan's wealthiest technologist, and his start-up, **Health Girl85,** was Japan's newest mega-corps. Health Girl85 weathered the economic slump of the 1990s, and has grown into one of Japan's largest employers.

Health Girl85 owns the **New Day Girl Factory** in the Ehime Prefecture, and similar facilities throughout Japan. In addition, Health Girl5 owns a controlling interest in advertising firms, television stations, recording and film studios and lobbying groups. He ensures that POETICA love slaves remain an imitatable standard of beauty for Black Japan's women, human and inhuman alike. Further, Dr. Momonjii is routinely consulted by the Diet as an expert on robotics and POETICA-related matters; this combined with his lobbying budget, ensures that POETICA and other Artificial Girls will never be considered anything other than property.

Everything above is a lie.

This is only the façade that Momonjii presents to the world.

Momonjii
- True Form - CR 22

Huge LE Outsider (Evil, Extraplanar, Lawful)
XP 615,000
Init +1 **Senses** Darkvision 90 ft, Lowlight Vision, Scent, perceive unencrypted radio/ television/cellular/wifi signals, Perception +45

Languages Celestial, Infernal, Japanese, true speech, telepathy 100 ft
Aura Dark Misogyny (60 ft, female creatures cannot confirm critical hits and suffer 1d4 permanent CON drain each round, WILL DC 24 negates CON drain)

Defense
AC 39**Touch** 16 **Flatfooted** 37 (-2 size, +1 DEX, +1 dodge, +8 armor, +6 profane, +15 natural)
HP 37d10 + 148 hp (352 HP)
Damage Reduction 10/epic, good and female
FORT +34 **REF** +31 **WILL** +36

Offense
Spd 60 ft Flight 90 ft (average)
Melee two +42 talons (1d10+7 slashing, 20/x3 plus disfiguring touch, W-DC 18) plus +42 wing buffet (10 ft reach, 2d6+12 bludgeoning, 20/x2)
Spell-Like Abilities
(CL 35th Concentration +41)
At Will – quickened, heightened Command (W-DC 22)

- Quickened, heightened Forbid Action (W-DC 22)
- Greater Command (W-DC 23)
- Greater Forbid Action (W-DC 23)
- Repulsion (W-DC 23)

1x/day – Overwhelming Presence (W-DC 27)

Statistics
Str 25 **Dex** 12 **Con** 19 **Int** 23 **Wis** 22 **Cha** 21
Base Atk +37 **CMB** +44 (+46 bullrush, dirty trick or trip) **CMD** 45
Feats Bullrush Strike, Cleave, Combat Expertise, Critical Focus, Crippling Critical,

Dodge, Great Cleave, Greater Dirty Trick, Greater Spell Focus (enchantment), Greater Trip, Improved Bullrush, Improved Dirty Trick, Improved Trip, Mobility, Power Attack, Spell Focus (enchantment), Spring Attack, Whirlwind Attack
Skills Bluff +45, Craft (alchemy) +46, Craft (pharmaceutical) +46, Computer Use +52, Diplomacy +45, Heal +51, Intimidate +43, Knowledge (arcana, civics, technology) all at +46, Perception +45, Use Magic Device +45
Gear ring of epic mage armor (provides +8 bonus, not +4 as usual)

Special Abilities

Command Line Programming (SP)
When using his quickened, heightened Command or Forbid Action and Greater Command or Greater Forbid Action spell like abilities, POETICA receive no saving throw against the effects.

Damage Reduction (EX)
Momonjii's damage reduction can only be overcome by epic weapons or attacks inflicted by good aligned (or good subtyped), female characters.

Ecology
Environment any
Organization solitary or accompanied by Asami Kumo or other guardians/ minions, often accompanied by a 'harem' of 3d6 POETICA Expert or Aristocrat 3, who he exploits using his POETICA Spasm of Spears supernatural ability
Treasure double standard

Dark Charisma (SU)
Momonjii receives a profane bonus to Armor Class and saving throws equal to his CHA modifier.

Dark Misogyny (SU)
The misogynistic aura generated by the false Dr. Jiro Momonjii is only a pale shadow Momonjii's true hatred of women.

Within 60 ft of the oni

lord, female creatures cannot confirm critical hits or inflict sneak attack damage. Momonjii can designate a number of females equal to his INT modifier (+6) to be immune to this aura. He may designate or change these women as a swift action; usually Momonjii only allows Asami Kumo to inflict critical hits and sneak attacks in his presence.

Any woman prevented from inflicting critical hits/ sneak attacks by this aura suffers 1d4 points of permanent CON drain (WILL DC 23 negates) each round they end their turn within the aura. Women within the aura must make a new save each round; the save DC is CHA based.

Disfiguring Touch (SP)

Any creature damaged by Momonjii's talons is also affected by the spell Disfiguring Touch (W-DC 18). Against POETICA such attacks always inflict CHA damage, as the android's artificial skin becomes brittle and dry, and flakes away, revealing the bio-systems beneath. Momonjii can choose other effects against creatures of other races.

False Form (SU)

Dr. Jiro Momonjii cannot assume the form of the True Momonjii at will. Instead, the human false form must die for the transformation to occur. The True Momonjii may choose to assume it's false form with one minute of concentration; the True Momonjii cannot assume its false form again until 24 hours have elapsed since its death. Effects currently active on Dr. Jiro Momonjii (false form) do not carry over to Momonjii in its true form, whether positive or negative.

When assuming the false form, Dr. Jiro Momonjii appears with full Hit Points; when the oni reassumes its true form, Momonjii also reappears with full Hit Points.

POETICA Spasm of Spears (SU)

As a standard action, Momonjii can unleash a wave of sickly greenish fire that snuffs the artificial lives of nearby POETICA and turns them into screaming, dying, agonized landmines. All POETICA in a 60 ft radius burst, centered on Momonjii must succeed at a DC 23 FORT Save (CHA based) or immediately die. Even if the POETICA successfully saves, she still suffers 5d6 points of damage, which may be enough to kill her anyway.

Any POETICA slain by this effect explodes into a jagged sculpture of razor edged metal, sending living bio-steel spears and shrapnel in all directions. Each slain POETICA makes a single attack roll with a bonus equal to

10 + her Hit Die against all creatures within 15 ft of her. Any target hit by this attack roll suffers 10d6 points of piercing damage (crit 19-20/x2). Depending on their position, victims might be 'attacked' by more than one exploding POETICA; resolve each attack separately. Momonjii takes no damage from these shrapnel laced explosions, regardless of his proximity to destroyed POETICA.

Roleplaying

It appears out of the ruin of Dr. Momonjii's failed mortal body in a cloud of steam the color of brackish water, and roars a challenge. Momonjii's true form is an enormous black angel taller and more massive than a city bus, a slender ebony and amethyst fallen angel. The ebon-winged demon prince radiates a loathing of female humanity so palpable women can feel it like blows on their skin, a misogyny as lethal as sarin gas.

While the false Dr. Momonjii can be charming at times, and is a skillful diplomat and manipulator- twister of words, contracts and morality, the true Momonjii is among the most powerful oni of the Black Else. As a god, he rarely bothers to converse with mortals. He is eerily silent as he fights, only occasionally hissing out the words of a spell, with such rancor it seems each syllable is painful to him. He does not threaten, cajole or bother to intimidate his enemies. He simply kills, with talons and spells.

His nihilistic hatred of life itself is so great that Momonjii refuses to acknowledge the individuality, or even the basic sentience of any creature other than himself or his dark mistress, the Ubume Empress. To his mind, there are only two real beings in all this multiverse: himself and his mistress. Everything else is a squeaking animal to be devoured, even gods and heroes. Especially gods and heroes.

Momotaro - CR 20

Large LE Monstrous Humanoid (evil)
XP 307,200
Init +1 **Senses** Darkvision 60 ft, Scent, Perception +11
Languages Japanese, Abyssal, Celestial
Aura Momotaro's Faithful Companions (60 ft, familiars/animal companions must succeed at a DC 21 WILL Save or become Momotaro's servants)

Defense
AC 20 **Touch** 14 **Flatfooted** 19 (-1 size, +1 DEX, +4 deflection, +6 natural)
HP 31d10 + 341 hp (512 HP)
Regeneration 10 (good or silver)
FORT +21 **REF** +18 **WILL** +17
Immune Bludgeoning, poison, ability score damage or drain, death effects

Offense
Spd 60 ft
Melee +58/+53/+48/+43 Momotaro's Blade (1d8+24 slashing, 19-20/x2 plus *vorpal*)
or +58 Momotaro's Blade (4d8+24 slashing, 19-20/x2 plus *vorpal*)
Ranged +31/+26/+21/+16 firebreath (6d6 fire, 5 ft blast radius, 100 ft maximum range, 19-20/x2)

Statistics
Str 59 **Dex** 13 **Con** 32 **Int** 5 **Wis** 11 **Cha** 12
Base Atk +31 **CMB** +56 **CMD** 67
Feats Cleave, Dazzling Display, Deflect Arrows, Diehard, Disruptive, Endurance, Great Cleave, Greater Vital Strike, Improved Unarmed Strike, Improved Vital Strike, Intimidating Prowess, Snatch Arrows, Spellbreaker, Vital Strike, Weapon Focus (nagatana)
Skills Intimidate +45, Perception +11
Gear Momotaro's Blade (+4 keen, vorpal nagatana), bracers of armor +4

Ecology
Environment any (Japan or the Tatakama)
Organization unique, accompanied by 2d6 hellhounds

Treasure triple standard or more (Momotaro has been given anything he could want by his masters- his wealth is practically incalculable)

Special Abilities

Diehard (EX)

Momotaro's diehard feat allows him to remain conscious and automatically stabilizes him at 0 HP or fewer, though he is *staggered*. This feat, combined with his Regeneration makes him almost impossible to put down for good.

Momotaro's Cruelty (SU)

Momotaro only becomes stronger when a once beloved animal companion dies. When any animal companion or familiar subverted using Momotaro's Faithful Companion ability is destroyed or permanently incapacitated (petrified, mazed, ect), Momotaro instantly regains 20 HP if wounded, and all harmful spells or spell-like abilities currently afflicting him are broken, as if by a targeted *Dispel Magic* cast by a 20th level caster.

Momotaro's Dumplings (SU)

As a full round action, Momotaro can pull a dumpling off the seemingly endless roll he wears at his belt and feed it to any animalistic creature serving him, including his Hellhounds and any animals subverted by his Momotaro's Faithful Companions ability.

Doing so provides the creature with a +4 enhancement bonus to its STR and CON scores, and sets its Hit Points to the maximum possible. These enchantments remain for one hour. There is no limit to the number of beasts Momotaro can enhance in such a manner, and given time, he prefers to enhance every Hellhound in his kennel before a battle.

Momotaro's Faithful Companions (SU)

As a hero, Momotaro was accompanied by several heroic, helpful animals. As a villain, he can steal the companion animals of others and use them for his own cruel ends. Any animal companion or familiar that enters Momotaro's 60 ft aura must succeed at a DC 21 WILL Save each round they remain within this aura. Failure indicates the arcane or spiritual bond that binds them to their original owner is broken; these creatures are considered to be Momotaro's familiar or animal companion from this point on, though they retain any abilities gained to date.

There is no limit to the number of familiars or animal companions Momotaro can gain in this manner. Only Momotaro's death releases the animals, returning ownership of them to their original masters.

Momotaro's Rage (SU)

Woe to anyone stupid enough to kill one of Momotaro's animals. If a character slays an animalistic creature serving Momotaro, including his Hellhounds and animals subverted using his Momotaro's Faithful Companions ability, Momotaro is filled with terrifying rage against that creature. For the remainder of the encounter or until the killer is slain, Momotaro receives a +10 rage bonus on attack and melee damage rolls against that creature.

Roleplaying

Momotaro is a hulking warrior who has wandered Japan since ancient times, and is now twisted into a distorted, perverse parody of his former heroism. The dimwitted behemoth is a living weapon, unleashed by the Amakaze when they need something destroyed in an especially spectacular way. The rest of the time, he fucks little girls to death in a gilded palace-prison hidden somewhere in the Seto Inland Sea region.

Momotaro is a Japanese warrior who stands more than eight foot tall, with a muscular frame bigger and more exaggerated than even the bulkiest sumotori or steroid-case weightlifter. He dresses in a fine pink and gold kimono, and his skin is a ruddy peach, a tone more suited to a tanned Caucasian than a Japanese man, no matter how strange. He carries a strange great sword, similar to a nagatana, which weighs more than a city bus, and which is etched with gold-traced images of the once heroic samurai's greatest battles. The weapon is tarnished now, and perpetually crusted with blood. He carries a roll of spongy white dumplings tied to his belt, and is accompanied by several hellhounds-demonic versions of the dogs he befriended during his better days.

Nure-Onna - CR 6

Medium CN Outsider (fire, water)
XP 2,400
Init +4 **Senses** Blindsight 30 ft, Perception +9

Languages
Aura Steam (30 ft, total concealment for all creatures, 3d6 fire if creatures end their turn in the aura)

Defense
AC 20 **Touch** 15 **Flatfooted** 15 (+4 DEX, +5 natural, +1 dodge)
HP 8d10 + 16 hp (60 HP)
Regeneration 1 (good, Cold)
FORT +6 **REF** +10 **WILL** +5
Immune Acid, Fire, Electrical, drowning
Resist Cold 5

Offense
Spd 40 ft **Swim** 80 ft
Melee +11/+8 boiling slam (1d6+1 bludgeoning plus burn)
Special Actions burn (REF DC 16)

Statistics
Str 13 **Dex** 18 **Con** 15 **Int** 10 **Wis** 13 **Cha** 17
Base Atk +8 **CMB** +9 **CMD** 23
Feats Dodge, Great Fortitude, Stealthy, Weapon Finesse (slam)
Skills Acrobatics +12, Bluff +11, Perception +9, Stealth +14, Swim +19*, Survival +9
(+10 racial bonus on Swim checks)

Ecology
Environment any marsh or aquatic (Japan)
Organization solitary
Treasure standard (in lair)

Special Abilities

Black Salt Woman (SU)

The Nure-onna is a creature of the water, perfectly adapted to hunt and kill in Tokyo Harbor or some other polluted, high traffic bay. She receives a +8 racial bonus on Swim checks, as well as on Stealth checks when submerged.

She has no need to breathe, and can stay submerged indefinitely. However, the creature is adapted to the waters, and suffers a –4 morale penalty on skill checks, attack rolls and saving throws if she moves or is brought more than five miles from a large body of salt water. These creatures are rarely found inland, and only then near salt mashes, salt lakes and rivers.

The creature suffers 2d6 points of damage per round if she is completely immersed in fresh water. She suffers no damage from being splashed with fresh water, however.

Saline Regeneration (SU)

The Nure-Onna's Regeneration special quality only functions when the creature is either standing in or completely submerged in salt water.

Steam (SU)

As often as once every minute, the Nure-onna can boil her bodily water, filling the air with salt-steam hot enough to boil the flesh from a man's bones. A cloud of Steam expands to fill a 30 ft radius around the Nure-onna, and remains in existence for 2d6 rounds, or until blown away or somehow disbursed. Activating Steam is a move equivalent action; once activated Steam remains in effect for three rounds.

The Steam cloud offers total concealment to all creatures within, though thanks to her blindsight ability, the Nure-onna can still find prey within the cloud. Each round ends its turn in the Steam aura, it suffers 3d6 points of fire damage.

Roleplaying

They are women of sea shells and whale bones, of garbage washed up on the beach, of the tarmac and concrete that extends Tokyo's landmass a few inches every year. The Nure-Onna are elemental spirits, women whose bodies are composed of water and the detritus of the shoreline. The Nure-Onna swim in the Black Else's waters, cavorting between Jinzu schools, enjoying the taste of the human prey they drag screaming from the Earth Realm.

Nure-Onna resemble sculptures of women, composed of found objects. Their inner bodies are living sculptures of salt water, armored with random objects found on the beach front. When enraged or injured, their bodies boil, and they are surrounded by billowing clouds of blistering salt-fog.

Occult Delinquent - CR 1

Medium NE Monstrous Humanoid (Yurei) Warrior 3
XP 400
Init +1 **Senses** Lowlight vision, Perception +1
Languages Abyssal, Japanese

Defense
AC 12 **Touch** 11 **Flatfooted** 11 (+1 DEX, +1 armor)
HP 3d10 + 6 hp (23 HP)
FORT +4 **REF** +2 **WILL** +1

Offense
Spd 30 ft
Melee +4 savage talons (1d4+2 slashing, 20/x2)

Statistics
Str 14 **Dex** 13 **Con** 12 **Int** 8
Wis 11 **Cha** 5
Base Atk +3 **CMB** +5 **CMD** 16
Feats Power Attack, Toughness
Skills Drive +2, Intimidate +3, Stealth +2, Perception +1
Gear leather jacket, "Monster's Juku" school uniform, cellphone & headphones

Ecology
Environment any (most common in Southern Japan, near Okinawa)
Organization solitary or gang (1d6+1)
Treasure standard

Special Abilities

Dark Intimidation (EX)
The Occult Delinquent adds his CHA penalty (-3) as an equivalent bonus on Intimidate checks.

Ghost Angles (SU)
Once per encounter, but no more than 3x/day, the Occult Delinquent may teleport up to 45 ft as a swift action. The Occult Delinquent's destination must be an area of dim illumination or worse, and the square when the Delinquent appears must meet any one of the following additional criteria, otherwise his Ghost Angles ability will not function.

The destination square must include at least one of the following:

- Be adjacent to a corner formed by two walls.
- Be adjacent to a television or computer screen, which the Delinquent steps out of.
- Be adjacent to a humanoid or monstrous humanoid creature who has inflicted HP damage on the Delinquient or one of her allies, within the past hour.
- Be directly beneath a staircase
- Be a bathroom stall or shower/bathtub

Savage Talons (EX)
If the Occult Delinquent inflicts a confirmed critical hit with his talons, rather than just accepting the normal double damage, he can instead choose to *savage* his adversary. When he *savages* an adversary, the Occult Delinquent rolls D4 for damage; if he rolls a 3 or 4, he rolls again. The Delinquent keeps rolling D4

and adding damage until he rolls a 1 or 2. The Delinquent applies his STR modifier to damage only once when savaging.

Roleplaying

They caught him, and the only reason they didn't kill him was that he was still a kid. There was some core of innocence, buried somewhere deep inside, beneath the hate and the fury. So they sent him to the "Monster's Juku" in Okinawa, the last chance occult school for Japan's youngest monsters, the ones there's a chance of redeeming. The Monster's Juku is his last chance: he fucks up there, there's a 9mm bullet for the back of his skull, delivered by the principal's steady hand.

The Occult Delinquent is a brutal, dirty fighting sadist. He's somewhat controlled, somewhat chained, somewhat guarded. The school lets him out only under tight supervision, but occasionally the Delinquent can ditch the chaperone and prowl Black Tokyo's back alleys in search of trouble. Six months ago, 'trouble' meant raping and disemboweling a commuter. These days, 'trouble' just means kicking the shit out of mortal school kids- broken bones only, no guttings. Maybe the Monster's Juku is making progress?

Okamu - CR 8

Large LG Outsider (extraplanar, good, lawful)
XP 4,800
Init +6 **Senses** True Seeing, See in Darkness, Scent, Perception +22
Languages Celestial, Japanese

Defense
AC 16 **Touch** 11 **Flatfooted** 15 (-1 size, +2 DEX, +5 natural)
HP 10d10 + 40 hp (HP)
FORT +11 **REF** +4 **WILL** +8
Immune negative energy, level drain, ability score damage and drain

Offense
Spd 50 ft
Melee +13 undead bane bite (2d4+4 piercing, 19-20/x2 plus trip)
Channel Energy 4d6 (via howl)
Spell-Like Abilities
(CL 10th Concentration +14)
4x/day – Bless (blessing urine)

Statistics
Str 18 **Dex** 15 **Con** 18 **Int** 11 **Wis** 13 **Cha** 13
Base Atk +10 **CMB** +15/+17 trip **CMD** 27 (31 vs. trip)
Feats Improved Critical (bite), Improved Initiative, Improved Trip, Run, Power Attack
Skills Acrobatics +15, Knowledge (religion) +13, Perception +22, Stealth +15, Survival +14 (racial modifiers: +8 Perception, +4 Stealth)

Ecology
Environment any (native to the Tatakama and various celestial realms)
Organization solitary, pair, or pack (3-8)
Treasure incidental

Special Abilities

Blessing Urine (SU)

The Okamu may urinate on an adjacent creature to cast bless upon that creature. If the Okamu urinates upon a creature slain within the previous day, that creature cannot rise as any form of undead spawn, even if killed in a manner that would normally cause it to do so.

Okamu's Howl (SU)

Once per day, the Okamu can unleash an ear splitting howl as a move equivalent action. All creatures within 30 ft must succeed at a DC FORT Save or be *deafened* for 1 hour. Additionally, this howl acts as channeled positive energy. In addition, for one minute after howling, the Okamu's bite attack gains the *disrupting* property, even though it is not a bludgeoning weapon.

Undead Bane (SU)

The Okamu's natural weapons have the undead bane magical weapon quality.

Roleplaying

Keen-eyed, perceptive and remorseless, Okamu are heavenly wolves who enter the mortal realm to battle plagues of undead. They prowl the ghost-haunted Tatakama, because the land is far more corrupt and imperiled than the Earth Realm, though both realities are under great threat. In the Earth Realm, they prowl the shadows and alleyways, appearing out of the dark in a blaze of moon-silver fur to protect a human who certainly isn't worthy of Heaven's protection (though they give it willingly). They also never fail to let the human they saved know exactly why they are unworthy, and how their own venal natures lead to their peril at the hands and claws of some undead horror. Okamu have no compunctions about blaming the victim, even a victim they personally saved.

Okamu are completely unwelcome in the Aokigahara Forest. Though the Goryohime who gather there are benevolent, they have no great love for the arrogant and high handed Okamu, and the heavenly wolves, for their part, loathe all undead. Only the most tenuous peace exists between the Okamu and the Goryohime, a peace that could easily turn to war at a moment's temper.

Okamu resemble exceptionally large and well proportioned wolves. Their pelts are the silver of moonlight on water. Intense blue runes and kanji cover their head, breast and haunches.

Okiku Spirit - CR 4

Large CE Undead
XP 1,200
Init -1 **Senses** Darkvision 90 ft, lowlight vision, Perception +9
Languages none

Defense

AC 14 **Touch** 8 **Flatfooted** 14 (-1 size, -1 DEX, +6 natural)
HP 5d8 hp (23 HP)
FORT +1 **REF** +0 **WILL** +5
Immune undead immunities, flanking

Offense

Spd 20 ft Climb 20 ft Swim 20 ft
Melee slam +7 (1d4 bludgeoning plus 1d6 acid, 20/x2)
Special Attacks Engulf (R-DC 16), Eyes Pulled Free to Join the Okiku (F-DC 16)
Special Qualities Shapable

Statistics

Str 18 **Dex** 8 **Con - Int - Wis** 12 **Cha** 1
Base Atk +3 **CMB** +8 **CMD** 17 (cannot be tripped)
Skills Perception +9 (racial modifiers: +8 Perception)

Ecology

Environment underground, artificial structures (dungeons, sewers, wells, parking structures, ect)
Organization solitary
Treasure incidental

Special Abilities

Engulf (EX)

An Okiku Spirit can simply engulf Large or smaller creatures in its path as a standard action. It may not make a slam attack during a round in which it engulfs. The Okiku Spirit merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Okiku Spirit, but if they do they are not entitled ot a saving throw.

Those who do not attempt to make attacks of opportunity can attempt a DC 16 REF Save to avoid being engulfed. On a success, they are pushed back or aside (opponent's choice) as the Okiku Spirit moves forward. Engulfed creatures are subject to the Okiku Spirit's acid, gain the pinned condition and are in danger of suffocating and are trapped within its body until they are no longer pinned.

Eyes Pulled Free to Join the Okiku (SU)

Each round a creature remains engulfe by the Okiku Spirit, it must succeed at a DC 1 FORT Save or become permanently blinded a suffer 1d4 points of ongoing Bleed damage, a their eyes are forcibly ripped free and absorbe into the Okiku Spirit's mass. Each time the Okiku Spirit steals a creature's eyes in this manner, it regains 1d6 Hit Points, which canno take it over its full normal total.

Dodoma are especially vulnerable to th attack. They suffer a -4 racial penalty on their FORT Save to resist this ability, and suffer 1d4 points of ongoing CON bleed if their hundreds of eyes are ripped free. Destroying a Dodoma's eyes in this manner heals the Okiku Spirit's damage completely, restoring its Hit Points to maximum. It also acts as if hasted for one round per Hit Die possessed by the blinded Dodoma.

Shapable (EX)

The Okiku Spirit is almost completely formless. As a large creature it occupies four squares, but its area is completely shapable, though all squares must be contigous.

Roleplaying

Okiku Spirits are the souless remnants of souls too weak and emotionally broken by their deaths to either seek the wheel of rebirth, or to fully rise from the dead as individual undead. Instead, souls congeal together into a mindless, remorselessly hateful mass. They have no individuality and barely any sense of self, just an instinctive hunger to consume eyes. They keep to dark places, deep underground.

In old Japan and in the Tatakama, they haunt wells and storehouses, while the modern world has given them an even greater number of places to hide. In Black Japan, they hide at the

lowest levels of parking garages, in shuttered basement karoke bars, beneath abandoned swimming pools and in sewers and disreputable subway stations.

Okiku Spirits are enormous oceans of black slime. They move inexorable waves crashing on the shore. Stolen eyes and fragmentary mouths full of broken teeth float atop and within the ebon milk. They smell of sweat, urine and black mold, like a long abandoned locker room.

Oni-Marrow Elite - CR 7

Medium LE or LN Human
Fighter 4/Hentai Hero 4
XP 3,200
Init +2 **Senses** Darkvision 30 ft, lowlight vision, Perception +9
Languages English, Infernal, Japanese

Defense
AC 18 **Touch** 13 **Flatfooted** 16 (+2 DEX, +1 class, +5 armor)
HP 4d10 + 4d8 + 32 hp (77 HP)
FORT +12 **REF** +7 **WILL** +3
Defensive Abilities Bravery +1, Ferocity
Resist Cold 10
Weaknesses Demonic

Offense
Spd 30 ft
Melee two outsider bane devil claws +13 (1d6+9 slashing plus burst toxin, 20/x2)
or +12 katana (1d8+5 slashing, 18-20/x2)
Ranged +9 plasma rifle (2d6 fire, 20/x2, 75 ft range increment, full auto, 40 cell)

Burst Toxin
Type *poison, injury*
Special *Burst toxin affects only creatures of the Outsider and Undead types, and affects creatures normally immune to poison.*
Save *FORT DC 19*
Onset *1 round* ***Frequency*** *1 round/6 rounds*
Effect *1d2 STR, 1d2 permanent CHA drain* ***Cure*** *1 save*

Statistics
Str 18 **Dex** 15 **Con** 18 **Int** 10 **Wis** 13 **Cha** 11
Base Atk +7 **CMB** +11 **CMD** 23
Feats Armor Proficiency (light, medium, heavy), Combat Reflexes, Cleave, Dazzling Display, Dodge, Mobility, Power Attack, Vital Strike, Weapon Proficiency (simple, martial, personal and advanced firearms), Weapon Focus (devil claws), Weapon Specialization (devil claws)
Skills Athletics +12, Intimidate +8, Knowledge (tactics) +8, Perception +9

Hentai Hero Talents Devil Claws I, Devil Claws Plus
Gear mwk katana, +2 leather armor, plasma rifle and 2x cells, potion of *cure light wounds* x2, encrypted iPhone with ear bud

Ecology
Environment any urban
Organization solitary, squad (4-6) or accompanying a senior Akaname as a personal bodyguard; larger deployments are possible, but require a massive expenditure of megacorp resources and are relatively rare
Treasure standard (including gear)

Special Abilities

Demonic (SU)

The Oni-Marrow Elite's occult genetic alterations means he suffers 1 point of damage each round he remains within a *consecrated* area, and is affected by splashed holy water as if they were undead.

Devil Claws (SU)

As a free action, the Oni-Marrow Elite can transform his hands into natural weapons. While transformed into Devil Claws, the character cannot use his hands to manipulate objects or carry weapons. Returning his hands to their normal shape is a move-equivalent action. Devil Claws are considered *outsider bane* weapons, as well as magic weapons for the purpose of overcoming damage reduction.

Instinct of Hell (SU)

The Oni-Marrow Elite can sense the presence of any non-good outsider within 30 ft, but does not automatically pinpoint the demon. This is considered a 5th level divination effect.

Roleplaying

Amakaze-run mega corps breed and modify their most trusted private security contractors, transforming them into something less than human, but more lethal than even the best trained mortal soldier can ever dream of becoming. These deadly mercenaries are called Oni-Marrow Elites, because the core of their bones are scraped clean, in an agonizing process where the restrained, yet fully conscious soldier's own marrow is replaced with icy, ebony marrow harvested from a demonic donor. Those who survive the torturous procedure are loyal to the Amakaze beyond question, responding instinctively to the hellish corruption they can sense in an Amakaze lord or lady, like the beta canine in a pack of ravening wolves.

Oni-Marrow Elites might still be able to pass for humans, save for the surgical scars that neatly bisect each muscular limb and run like bullet train tracks down the length of their spine. Their skin is cold to the touch, and their breath frosts in autumn air, long weeks before any other humans' does so. They are equipped with the best gear a coalition of immortal billionaires can afford- bleeding edge energy weapons that the JASDF won't have access to until 2025, spell-stitched tactical body armor, encrypted comm.-systems and a mass-production, nano-tolerance katana as a combat knife.

Oni-Marrow Elites love their work. They are often deployed by their Amakaze masters against rogue undead and rival outsiders operating in defiance of their patron mega-corp. They conduct strike operations with efficient sadism, taking all the pleasure their transplanted bone marrow says they should when they're called to intimidate, torture or kill in the course of their duties. Their masters recognize and encourage their sadistic streak, often allowing the Elites to rape or kill the relatives and associates of their primary targets after the mission is complete. As such, the threat of having a squad of Oni-Marrow Elite sadists loosed on their loved ones keeps many of the Amakaze's more reluctant minions in line.

Similar Creatures

Oni-Marrow Officer (CR 9)

Oni-Marrow Officers are more experienced, driven, and especially cruel Oni-Marrow mercenaries, often placed in command

of the strike squad. Oni-Marrow Officers have two additional Hentai Hero class levels, and have taken Devil Guts I as their additional Hentai Hero talent. Oni-Marrow Officers have the following additional special ability.

Stolen Ferocity (SU)

The Oni-Marrow Officer may choose to increase the negative HP total to which it can fall before dying by turning off the Ferocity defensive abilities of Oni-Marrow Elites under its command.

As a free action, any time an Oni-Marrow Elite is reduced to 0 HP within 60 ft of the Oni-Marrow Officer and is clearly visible to the Oni-Marrow Officer, the Officer can choose to negate that creature's ferocity. If the Oni-Marrow Officer does so, the Elite is slain, as if it did not possess ferocity.

Each time the Oni-Marrow Officer steals a subordinate's ferocity, the negative HP total it can fall to before dying with its own ferocity increases by 5 HP.

For example, an Oni-Marrow Officer who steals the ferocity from two subordinates in an encounter, he can continue to fight on until he reaches –28 HP (-18 HP base from his CON Score plus -5 HP per each ferocity stolen from a subordinate).

Peach Idol - CR 11

Medium N idol Outsider (Doujinishi, native)
Bard 12
XP 12,800
Init +3 **Senses** lowlight vision, Perception -1
Languages Cantonese, Celestial, Elven, English, French, German, Japanese, Russian

Defense
AC 18 **Touch** 13 **Flatfooted** 15 (+3 DEX, +5 armor)
HP 12d8 + 12 hp (74 HP)
FORT +5 **REF** +11 **WILL** +7 (reduced to +5 vs illusions)
Immune sleep, the fatigued, sickened and nauseated conditions
Weaknesses Call of Creation

Offense
Spd 30 ft
Melee +8/+3 unarmed strike (1d4-1 nonlethal, 20/x2)
Ranged +12/+7 shruiken (1d2 slashing, 20/x2, 10 ft range increment)
Special Qualities Bardic Knowledge +6, Bardic Performance (W-DC 21 where applicable) (countersong, dirge of doom, distraction, fascinate, inspire courage +3, inspire competence +4, inspire greatness, versatile performance: Sing for Bluff and Sense Motive, well-versed, soothing performance, versatile performance: Act for Bluff and Disguise, versatile performance: Dance for Acrobatics and Fly), Jack of All Trades, Lore Master 2x/day

Spellcasting (CL 12th Concentration +20)
Fourth (4 slots) **-** Break Enchantment, Busty Cheer![E], Rainbow Pattern (W-DC 19), Schoolgirl Scissorlock (R-DC 19)[E]
Third (5 slots) **-** Busty Princess (W-DC 18)[E], Haste, Major Image (W-DC 18), Sculpt Sound
Second (6 slots) **-** Ani-Mate[E], Heroism, Glitterdust (W-DC 17), Schoolgirl's Twintails[E], Super Breast Rainbow (R-DC 17)[E]
First (7 slots) **–**Busty Bounce Back[E], Disguise Self, Doujin[E], Silent Image (W-DC 16), Sleep (W-DC 16)

Zero –Impudent Little Tongue[E], Lullaby (W-DC 15), Lustglimmer[E], Pretty Orgasm[E], Prestidigitation, Summon Instrument

Spell-Like Abilities (CL 12th Concentration +20)

3x/day – Speak with Animals (or Small unattended objects, especially bath towels)

[E]= new spell described fully in *Enchantments of Black Tokyo*

Statistics

Str 9 **Dex** 16 **Con** 13 **Int** 11 **Wis** 9 **Cha** 21

Base Atk +9 **CMB** +12 **CMD** 21

Feats Agile Maneuvers, Busty Extreme![E], Combat Casting, *Peachborn*, Skill Focus (dance)

Italicized feats found in Races of the Tatakama

Skills Bluff +20, Diplomacy +20, Knowledge (pop culture) +15 (always succeeds), Knowledge (local) +15, Perform (act) +20, Perform (dance) +26, Perform (sexual) +24, Perform (sing) +20 (racial modifiers: +2 on sexually oriented Bluff and Diplomacy checks against female creatures)

Gear +2 rallying school uniform, romantic leggings, mwk guitar, 20x shuriken (pinned to guitar strap), smart phone

Ecology

Environment any urban

Organization usually accompanied by a retinue of 3d6 human and Doujinishi experts of various levels

Treasure double standard

Special Abilities

Bardic Performance (SU)

The Peach Idol may use up to 30 rounds of bardic performance per day.

Bound by Perception (SU)

Though since she's an AV idol, she isn't required to be quite as squeaky clean and perpetually adolescent as a conventional idol singer, the Peach Idol is required to maintain a positive public image. Serious media scandals or public opinion turning against her imposes a -5 penalty on all CHA based skill checks and limits her purchasing power for 2d4 days after the scandal or incident.

Busty Extreme!

The Peach Idol receives a +2 busty bonus to AC; this functions as a natural armor bonus, save that it only applies when she is nude or revealingly dressed. She may cast spells with the *busty* component.

Celebrity Fixation (EX)

The Peach Idol automatically succeeds on Knowledge (pop culture) checks.

Creature of Imagination (SU)

As a living work of fiction, the Peach Idol is especially vulnerable to attacks by the creative. If her adversary has at least 5 ranks in any Craft skill, he or she receives a +1 bonus on attack rolls, saving throws and opposed skill checks made against the Peach Idol.

Idol's Hit (EX)

When the Peach Idol makes a Perform (sing) check, treat a result of 1-9 as if she rolled a 10 instead.

Peachborn (SU)

Born from a giant heavenly peach, the Peach Idol has the supernatural ability to converse with animals and (surprisingly) with bath towels as well. Bath towels speak with her as if they were thinking, perceiving animals. Such towels are always especially helpful to her, and always have exceptionally useful information. She may also communicate with unattended non-magical objects of Size Small or smaller, by expending a daily use of her *speak with animals* spell-like ability, but they don't offer quite as much assistance.

Pink Zone (SU)

Those around the Peach Idol are more likely to give into spontaneous sexual encounters, even those which would normally be forbidden or taboo. She can convince an NPC to have a sexual encounter if she adjust that NPC's attitude to friendly. Three times per day, she may dictate the sexual behavior of a friendly NPC. If the consensual sexual act she describes dramatically the NPCs code of ethics or cultural norms, that NPC receives a DC 21 WILL Save to resist the behavior. Otherwise, NPCs throw themselves into joyful and strange orgies with abandon.

Roleplaying

The Peach Idol is a spirit of pure, exuberant and hedonistic lust. She's starred in almost a hundred top tier adult videos and is famous throughout Japan (though many of her fans might pretend not to recognize her in public). Her lovely peach complexion and enormous natural breasts are a draw, sure, but there are plenty of other lovely AV actresses. What makes the Peach Idol special is her occult talents- not many AV actresses can cast a glittering, rainbow spell that brings favorite anime sex kittens to life for a scene with a human co-star, can they?

The Peach Idol is extremely well connected in Black Tokyo's occult community. She's a dilettante as far as demonology is concerned, but she knows EVERYBODY, from the Ironclub bouncers at the newest, hippest Shinjuku club to imperious Mrs. Momoi, owner of *Fashion Club Nekomini,* the Peach Idol has a kind word for everybody. And if she ever needs to find out more gossip than humans feel like sharing, she knows the secret of talking to bath towels to get the real dirt…no pun intended. The Peach Idol makes an excellent contact and patron. She has money to spare, if you can convince her you need it for a good reason, or at least can lie convincingly.

She also makes a good victim for game masters- she is not as powerful nor untouchable as she likes to think, and might easily get caught in the schemes of ruthless factions like the Yakuza, the Amakaze or even worse…the Rape Pure Fight circuit. She's an urban princess. Can you save her?

Personified Gun - CR 1/2

Medium LN Humanoid (human) Fighter 1
XP 200
Init +4 **Senses** Perception +2
Languages Hebrew, Japanese

Defense
AC 17 **Touch** 14 **Flatfooted** 13 (+4 DEX, +3 equipment)
HP 1d10 (10 HP)
FORT +2 **REF** +4 **WILL** +1

Offense
Spd 30 ft
Melee +1 combat knife (1d4 slashing, 19-20/x2)
Ranged +5 uzi (2d6 ballistic, 20/x2, semi auto, 40 ft range increment, 20 box)

Statistics
Str 10 **Dex** 18 **Con** 10 **Int** 10 **Wis** 12 **Cha** 10
Base Atk +1 **CMB** +1 **CMD** 15
Feats Burst Fire, Far Shot, Light Armor Proficiency, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency
Skills Perception +2
Gear Uzi, 6x spare clips, Kevlar vest

Ecology
Environment any (artificially created)
Organization always summoned to serve a spellcaster
Treasure none (gear vanishes when slain)

Roleplaying

Personified Guns are created through the use of the spell Personified Gun, described fully in the sidebar. They resemble cute, teenaged girls of the nationality that produced their signature firearm. They dress in school girl uniforms worn under a Kevlar tactical duty vest. Though attractive and vivacious, they can only converse intelligently about military and tactical matters.

Personified Guns fight intelligently, using excellent if text-book small unit tactics. They can be a bit predictable, but intelligently exploit cover, overlapping fields of fire and kill zones. This particular Personified Gun is created from an Israeli Uzi, and takes the form of an attractive Jewish girl with curly brunette hair.

Personified Guns speak and are literate in the language of the spellcaster who created them, and the language of the nation where their weapon was manufactured, in this case Japanese and Hebrew.

Personified Gun

School conjuration (creation, law) **Level** sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S, M (a bottle of expensive gun oil, worth 15 gp/DC 3), F (gun touched)
Range firearm touched
Duration 1 minute/level (D)
Saving Throw None (harmless, object) **Spell Resistance** No

This spell awakens the spirit within a touched firearm, creating a phantom warrior girl who wields the chosen firearm with deadly efficiency. The phantom warrior created resembles a cute, teenaged girl from the nation that produced the firearm, wearing a Kevlar tac-vest over a school uniform. She cooes to the firearm disturbingly and though intelligent, does not talk about subjects other than firearms, ballistics, gun maintenance and other military topics.

The Personified Gun is statistically a first level human fighter proficient with the firearm touched. She fights intelligently, knows basic tactics and follows your commands unquestioningly. The Personified Gun uses the touched weapon above all else- if forced into melee combat, she will use a combat knife.

POETICA Hactivist - CR 3

Small NG Monstrous Humanoid (POETICA) Smart Hero 3/Techie 1
XP 800
Init +1 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +5
Languages English, Korean, Japanese, Thai, Tagalog

Defense
AC 14 **Touch** 14 **Flatfooted** 13 (+1 DEX, +1 size, +2 class)
HP 4d6-4 hp (13 HP)
FORT +0 **REF** +2 **WILL** +6

Offense
Spd 25 ft
Melee +1 dagger (1d4 slashing,19-20/x3)

Statistics
Str 10 **Dex** 13 **Con** 9 **Int** 21 **Wis** 14 **Cha** 15
Base Atk +1 **CMB** +0 **CMD** 11
Feats Mastercrafter (electronics), Skill Focus (Computer Use), Super Kawaii
Skills Craft (electronics, mechanical) both +12, Computer Use +16, Diplomacy +6, Disable Device +12, Knowledge (pop culture) +14, Knowledge (local, history, technology) all at +12, Linguistics +12, Perception +5, Repair +12, Use Magic Device +5
Starting Occupation Student
Gear upgraded +5 laptop, smartphone, mwk electronics and mwk mechanical tool kit, mwk forgery kit, wand of cure light wounds, wand of magic missile, wand of juryrig*, wand of electronic sweep* (10+1d4 charges remaining on all wands)

*starred spells found in *The Modern Grimorie* (Otherverse Games, 2012)

Ecology
Environment any urban
Organization solitary
Treasure standard (including gear)
Special Abilities

Dataphile (EX)
The Hacktivist may make Computer Use checks in half the usual time, and while connected to the Internet or a higher tech equivalent, the Hacktivist may reroll any failed Knowledge check once.

Exploit Weaknesses (EX)
After one round of combat, the Hacktivist can designate one opponent and find a way to gain an advantage by using brains over brawn. She makes a move equivalent action and a DC 15 Intelligence check. If this check is successful, for the rest of the encounter, the Hacktivist uses either her DEX or INT modifier as on attack rolls against the target, as she finds ways to outthink that particular opponent.

Jury-Rig (EX)
The Hactivist receives a +2 competence bonus on Repair checks to make temporary or jury-rigged repairs.

Little Sister POETICA (EX)
When the POETICA Hacktivist uses the Aid Another action to assist her owner with an INT, WIS or CHA based skill check, the bonus provided is +3, not +2 as normal. She receives

a +5 racial bonus on Disguise checks made to pass for a human child.

Machine Sister (EX)
As an occult machine herself the Hacktivist is comfortable with computers in a way ordinary humans can never be. She receives a +1 racial bonus on Computer Use checks, and this is always a class skill for her. She receives an additional +2 racial bonus on opposed Computer Use checks made against Human opponents.

Savant (EX)
The Hacktivist receives a bonus equal to her Smart Hero level (currently +3) on all Computer Use checks.

Super Kawaii (SU)
When nude or revealingly dressed, the Hacktivist adds her CHA modifier as a luck bonus to Armor Class.

Roleplaying
The POETICA Hacktivist is a clever and often viciously acerbic, sarcastic free-living POETICA in the shape of a child. She could pass for a cute Japanese girl of about eight years old, and dresses in t-shirts laden with double entendre or otaku artwork. She carries a bulky backpack filled with an absolutely fucking amazing laptop she built with her own tiny hands, as well as more electronics bits and tools than the personal computing section of most big box retailers.

The Hacktivist prefers tech, but she knows just enough magic to be dangerous. She's capable of crafting enchanted laptops, cellphones and digicams, not to mention wands capable of manipulating electricity and silicon to various ends. She carries her wands in a pencil case adorned with mecha, stuffed into her voluminous backpack.

The Hacktivist is utterly dedicated to freeing other POETICA and can be quite bossy to other androids. When dealing with slaved POETICA, it's like she's the adult, and they are the child. Nobody's quite sure how the Hacktivist got her freedom- is she a runaway, or did her purchaser free her? She implies heavily that she stole her freedom, and she's more than capable of hacking into the New Day Girl Factory's webstore, and order herself a handful of POETICA love-slaves, shipped next-day air to some dummy address she's set up. When they arrive, the newly purchased POETICA are greeted by a cheerful, chirpy, pushy eight year old, with dummy passports and a few million yen siphoned from various megacorp expense accounts with which to start new- and real- lives.

Ramat Sect Warrior-Girl - CR 5

Medium LG Undead (Goryohime) Hentai Hero 6
XP 1,600
Init +3 **Senses** Lowlight vision, Perception +9
Languages English, Japanese

Defense
AC 22 **Touch** 16 **Flatfooted** 19 (+2 class, +3 DEX, +1 shield, +6 armor)
HP 6d8 + 18 hp (49 HP)
FORT +5 **REF** +7 **WILL** +4
Immune undead immunities
Weaknesses Repelled by Faith

Offense
Spd 30 ft
Melee +7/+7 *outsider-bane* devil claws (1d6 slashing, 20/x2, 10 ft reach)
Ranged +6/+6 Ingram Mac-10 (2d6+1 ballistic, 20/x2, 40 ft range increment, semi auto)
Special Qualities Devil Guts

Statistics
Str 11 **Dex** 16 **Con - Int** 11 **Wis** 14 **Cha** 16
Base Atk +4 **CMB** +4 **CMD** 17
Feats Advanced Firearms Proficiency, Armor Proficiency (light, medium), Deadly Aim, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse

Talents Devil Claws I, Devil Claws II, Devil Guts I
Skills Acrobatics +10, Climb +7, Knowledge (arcana, streetwise) both at +7, Perception +9
Gear +1 light duty vest, 2x +1 MAC Ingram M-10 of endless ammunition, smart phone

Ecology
Environment any
Organization solitary or accompanied by a 7-10th level LG Bonded Cleric
Treasure standard (including gear)

Special Abilities
Devil Claws (SU)
As a free action, the Ramat Sect Warrior-Girl can transform her hands into natural weapons. While transformed into Devil Claws, the character cannot use her hands to manipulate objects or carry weapons. Returning their hands to their normal shape is a move-equivalent action.

The Warrior-Girl gains two claw attacks as primary natural weapons. These natural weapons have the *Outsider Bane* magic weapon property, and inflict 1d6 points of slashing damage on a successful hit. Devil Claws are considered magic weapons for the purpose of overcoming damage reduction. They posses the *Reach* special quality. The Warrior-Girl can still threaten adjacent squares, merely by shortening her swings.

Devil Guts (SU)
The Warrior-Girl has a cannibalistic hunger for the flesh of oni, which drives her to stalk and kill Outsiders. By consuming at least a pound of flesh and blood from an Outsider slain within the previous hour, the Warrior-Girl heals her injuries.

Consuming the flesh of an Outsider in this manner is a full round action which provokes attacks of opportunity. This allows the Warrior-Girl to recover a number of Hit Points equal to twice the slain Outsider's Hit Dice.

Eased Passage Between Life and Death (SU)
Standard racial ability, described fully in the Goryohime Summoner entry.

Noose Dreams (SU)
Standard racial ability, described fully in the Goryohime Summoner entry.

Repelled by Faith (SU)
The Ramat Sect Warrior-Girl cannot bring herself to harm those of great faith. You suffer a penalty on ranged and melee attack rolls (though not area effect attacks) against a target equal to that target's ranks in Knowledge (religion), if any.

Roleplaying

The Ramat Sect uses specially trained Goryohime teenagers as beautiful weapons. This particular warrior-girl has been killing for the secretive Buddhist sect since she committed suicide at 13- six, or is it seven years of hard combat now? Years of supernatural warfare have hardened her. She is brusque and severe, and though she remains beautiful, and always will, she rarely smiles these days.

Unlike her more frivolous, younger 'sisters' the Ramat Sect Warrior-Girl is out of touch with pop culture and fashion. Flitting from mission to mission, she hasn't had time to download a new song in months and haven't updated her Twitter feed or Pinterest board in even longer. She sorta regrets that… when she started fighting evil, she'd snap a photo of each and every slain monster and rescued mortal kid. Maybe she should start doing it again, snap herself out of this deathless melancholy….

Rape Pure Fighter - CR 8

Medium LE Humanoid (usually human, but can represent other subtypes at game master's option)
XP 4,800
Init +2 **Senses** Perception +3
Languages Japanese and any other Earth language of choice

Defense
AC 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +6 natural armor**)
Damage Reduction usually 2/- at the beginning of an encounter**
HP 12d8 + 60 hp (114 HP)
FORT +13 **REF** +6 **WILL** +4
** When Dark Lover's Carapace is active

Offense
Spd 40 ft
Melee +14/+9 unarmed strike (2d6 +5 bludgeoning plus 1d6 non-lethal against female targets only)

Statistics
Str 21 **Dex** 15 **Con** 21 **Int** 10 **Wis** 11 **Cha** 11
Base Atk +9 **CMB** +16 **CMD** 29
Feats Dark Lover's Carapace, Defensive Combat Training, Improved Unarmed Strike, Power Attack, Step Up, Strike Back
Skills Acrobatics +10, Climb +13, Stealth +10

Ecology
Environment any urban (Japan)
Organization solitary or 4-6 competitors waiting to brawl
Treasure standard

Special Abilities

Dark Lover's Carapace (SU)
The Rape Pure Fighter can extrude a slick, oily black carapace bursts through his musculature as a standard action up to 8 times day.

While armored, the Rape Pure Fighter receives a +6 natural armor bonus to AC. The armor can be maintained for up to 6 minutes per activation.

The Dark Lover's carapace becomes denser and more potent when the Rape Pure Fighter satisfies his lusts. For every sexual encounter (consensual or not) within the past 24 hours, the Rape Pure Fighter receives a cumulative Damage Reduction 1/- (to a maximum of DR 5/-). The Rape Pure Fighter also receives a cumulative +1 enhancement bonus to his STR score (maximum +5) while armored.

Rapacious Brutality (EX)

Rape Pure Fighters like nothing better than bruising their knuckles against the faces of women. Any successful unarmed strike made against a humanoid female creature inflicts an additional +1d6 points of non-lethal damage, in addition to the normal effect.

Roleplaying

"I want to be a killer/ I want to be famous/ I want to see my face on a magazine."
-Killer, Keine Macht

The Rape Pure Fight! tournament attracts the most brutal, bloodthirsty and carnal battlers in the world. For four days, these monsters descend on Tokyo for an orgy of blood and competitive sexual violence, for the amusement of the sadistic bastard Taru Tsuyoi. Rape Pure Fighters are disciplined, nearly superhuman athletes. Oni blood runs through the veins of more than a few, and for these fighters, the chance to rape a woman- especially a warrior- to death after a life and death brawl is more of a draw than the multi-million dollar fight purse.

Rape Pure Fighters are fit young males from around the world. Living outside polite society, they favor ostentatious and eye catching styles, and usually go shirtless to better show off their oni-bred musculatures and bizarre tattoos.

Rape Pure Futanari - CR 10

Large CE Monstrous Humanoid
XP 9,600
Init +1 **Senses** Darkvision 60 ft, scent, Perception +17
Languages Abyssal, Aklo, Japanese

Defense
AC 14 **Touch** 10
Flatfooted 13 (-1 size, +1 DEX, +4 natural)
HP 13d10 + 91 hp (221 HP)
FORT +17 **REF** +9
WILL +5
Immune STR damage or drain, pain effects

Offense
Spd 40 ft
Melee two +15 claws (2d6+6 slashing plus rend,19-20/x2)
Masochistic Fury
Melee two +15 claws (4d6 slashing plus 1d6 acid plus rend, 18-20/x3)
Special Attacks Rend (two claws, 2d6+6 slashing)

Statistics
Str 22 **Dex** 13 **Con** 25 **Int** 9 **Wis** 13 **Cha** 10
Base Atk +10 **CMB** +17 (+19 dirty trick and grapple) **CMD** 28
Feats Deflect Arrows, Great Fortitude, Greater Dirty Trick, Greater Grapple, Improved Dirty Trick, Improved Grapple, Improved Unarmed Strike, Kintaro, Power Attack
Skills Acrobatics +17, Climb +22, Intimidate +16, Knowledge (local) +12, Perception +17, Stealth +17, Swim +22

Ecology
Environment any urban
Organization solitary or pair
Treasure standard

Special Abilities

Kintaro (SU)

Once per day, as an immediate action, the Futanari can increase her STR score by 10 points

for one round. This temporary enhancement stacks with other forms of enhancement for the duration of the effect. As a result of her Kintaro heritage, the Vermillion Futanari is immune to STR drain or STR damage.

Masochistic Fury (SU)

The Futanari is immune to pain effects. If she is subject to any pain effect, she acts as *hasted* for one round per caster level of the effect. In addition, if she is subject to ongoing Bleed or ability bleed damage, she is treated as being under the effects of a *haste* spell for as long as the condition persists.

When reduced to half her maximum HP or fewer (110 HP), the Vermillion Futanari's attacks become deadlier, and she uses the Masochistic Fury melee attack line rather than the standard melee attack line.

Without Conscience (SU)

The Futanari does not suffer any penalty for committing the act of rape, and is no more vulnerable to weapons and abilities with the Eyrines property, regardless of her crimes.

Roleplaying

The Rape Pure tournaments attract sadistic, murderous blood sport enthusiasts of all sorts, human and otherwise. Word of these vile competitions sometimes spreads beyond the dojos and fighting pits of the Earth Realm, into the forests and mountains of the Tatakama. A Futanari brawler is one example of the many diverse and threatening demon-blooded fighters who occasionally find their way into the tournament.

The Futanari is a hulking, somewhat female oni with skin harder than boiled leather. Her wide mouth is filled with hundreds of black needles, and often breaks into a wide smile as she shatters a woman's pelvis with the violence of her rape. She is a creature trapped between genders- a spiked cock a foot long looms erect above a fanged pussy. Black steel needles pierce the meat of her full breasts, her snarling lips are pierced multiple times, and her bull-like horns are ringed with gold and steel.

Even more than purely male fighter, the Rape Pure Futanari brawler enjoys the sadistic thrill of destroying a mortal woman. If she has the upper hand, expect no mercy.

Ren Watia, Akaname Modern Spellcaster - CR 6

Medium LN Undead (Akaname) Modern Spellcaster 7
XP 2,400
Init +1 **Senses** lowlight vision, scent, Perception +12
Languages Draconic, English, Japanese

Defense
AC 15 **Touch** 13 **Flatfooted** 14 (+2 class, +1 DEX, +2 natural)
HP 7d6 hp (27 HP)
FORT +2 **REF** +3 **WILL** +6
Immune undead traits

Offense
Spd 30 ft
Melee +4 acidic kama (1d6 slashing plus 1d6 acid, 20/x2)
Ranged +4 ranged touch…acid arrow (2d4+1 acid, plus recurrence for 3 rounds)
Special Qualities Bile Magic (+1 damage with acid or skatto spells)
Spell Like Abilities
(CL 7th, concentration +14)
3x/day – either Arcane Lock or Hold Portal (see Wards of Filth)
Spells Known
(CL 7th; 25 spell points; concentration +14)
5th – cloudkill (F-DC 18)
4th – black tentacles, contagion (F-DC 17), fear (W-DC 17), greater invisibility, touch of slime, vermin shape II
3rd – burst of nettles (R-DC 16), bestow curse (W-DC 16), rain of frogs (F-DC 16),

poison (F-DC 16), vermin shape I
2nd – acid arrow, barkskin (included in statblock above)*, cramping bowels (F-DC 15), tree shape, summon monster II*
1st – cause fear (W-DC 14), cure light wounds, decompose corpse, entangle (R-DC 14), know lusts (W-DC 14), lesson in manners (W-DC 14)*, negate aroma, ray of sickening (F-DC 14), summon nature's ally I*
0 – all (DC 14, if applicable) favorites include Acid Splash, Create Water, Flatulence, Prestidigitation
* From *Modern Grimoire*

Statistics
Str 10 **Dex** 13 **Con - Int** 16 **Wis** 13 **Cha** 9
Base Atk +3 **CMB** +3 **CMD** 14
Feats Brew Potion, Skill Focus (craft- visual arts), Wards of Filth
Skills Craft (alchemy) +14, Craft (visual arts) +14, Computer Use +14, Disable Device +11, Knowledge (pop culture, the planes) all at +14, Perception +12, Spellcraft +14
Gear +1 acidic kama, work clothes and comfortable shoes

Ecology
Environment any (home in a small town in Miyazaki Prefecture)
Organization solitary
Treasure standard (combat gear plus home's contents)

Special Abilities

Bones of Shit (SU)
Standard Akaname ability. Described fully in the Urban Akaname entry.

Corpophile (SU)
Standard Akaname ability. Described fully in the Urban Akaname entry.

Modern Spellcaster (SU)
Ren Waita can cast any spell in the *Pathfinder Roleplaying Game Core Rulebook, D20 Modern* FX rules or other source, from any class list. If a spell is available to multiple classes, Harrier can learn it at the lowest level possible. Waita is a spell point-based spell caster – to cast a spell, he must spend a number of spell points equal to the spell's level (including any metamagic level adjustment). He can also attempt to cast spells beyond what he safely can cast, called overcasting, but at great personal risk.

Ren Waita can safely cast up to 4th level spells.

Eight hours of sleep or restful calm allows Waita to recover 10 spell points, or he can spend an action point to instantly recover 1d6+1 spell points as a full round action.

Overcasting (SU)
Waita can attempt to cast spells beyond 4th level, including those enhanced by metamagic. Doing so is risky. Waita must succeed at a WILL save (DC 15 + spell level) or the spell is not cast. Furthermore, Waita suffers 1d10 points of damage per level of the failed overcast spell. In addition, if Waita fails his WILL save by 5 points or worse, he expends every spell point remaining in his pool, suffering +1 hit point damage per spell point expended.

Perverse Meal (SU)
Standard Akaname ability. Described fully in the Urban Akaname entry.

Poison the Bowels (SU)
Wiata can take control over an enemy's bowels and inflict a painful and debilitain curse.
Waita can use poison the bowels twice per day as a standard action. This is a ranged touch attack with a 30 ft maximum range. If the attack is successful, the target becomes *nauseated*. This condition remains in effect until the target moves his or her bowels, at which time the deadly secondary effect of the curse takes hold.

When your target attempts to shit, she suffers massive physical trauma, as her guts explode from the mystic pressure. Your target suffers 5d6 points of damage, and must attempt a DC 12 FORT Save or suffer 1d6 points of permanent CON damage. A *remove curse* spell cast before the target shits ends the nausea and negates the secondary effect of this feat.

This power has no effect on creatures which do not need to eat nor defecate (such as constructs), do not have an animal-like metabolism (such as most plants) or are not alive.

Wards of Filth (SU)

Ren Waita has mastered a strange kind of runic magic- using fresh shit, either his own or others- to create binding seals and protective barriers. Three times per day, Waita can spend 1d4 minutes to paint a warding circle of shit and urine.

The warding circle creates an invisible mystic barrier up to 60 ft in diameter that protects those inside from supernatural evil. Any non-good outsider, fey or undead wishing to enter the warded area must succeed at a DC 30 WILL Save to do so; if they fail, they are held at the barrier. No magical or supernatural effects caused by any of these creatures may pass the barrier.

The barrier remains in existence until the painted waste dries and flakes away, which requires an hour. Strong rain washes or running water washes the barrier away in one round. The barrier can also be broken by physically destroying the binding circle or wiping away the mystically infused shit and urine that composes it.

Alternatively, Ren may expend a daily use of Wards of Filth to duplicate the effects of either *Hold Portal* or *Arcane Lock*, which are cast at CL 7th. Using this feat in this way is a full round action.

Roleplaying

Ren Waita is a rather reclusive mage, but the outside world just knows him as an beloved 70s animation icon, a rather poor vinter and a simple old man who putters in his mushroom garden. He's lived nearly 120 years, and is well aware of the fact that as Akaname, he is effectively immortal unless he does something stupid. And one thing the old man will not do, is anything stupid, which includes fighting the good fight (or any fight, really, if not absolutely necessary). Waita lives an immortal's life at a leisurely pace. He spends a day out of every seven studying old tomes and meditating on the nature of his arcane gifts, and the other six working the soil or watching local prostitutes shit (in that same garden) for his pleasure. Unlife is slow in his farm in Miyazaki Prefecture, and unlife is good.

In battle, Ren Waita fights conservatively and practices tactical cowardice as his chief virtue. Unlike many Modern Spellcasters, his studies have emphasized druidic traditions and dark, natural powers. Also unlike many Modern Spellcasters, he does not often overcast, and hasn't bothered to learn many spells beyond his current capability. He hasn't gotten to 119 years old by being a moron. He fights defensively whenever possible, and spends his spell points like a miser; he's a master of first and second level combat spells.

If trouble comes to the ramshackle farm he calls home, his enemies won't even see Waita if he doesn't want them to. With a thought, he can hide as another tree in the forest, or assume beetle or spider form to spy on visitors. If Ren Waita can defuse a confrontation by vanishing, or prevent one entirely, he will. Even if magic fails, Waita still has escape routes accessible- as a non-breathing undead, if he needs to hide out, he can simply bury himself in his mushroom garden or beneath a mulch pile.

Reos, Feline Barbarian - CR 10

Medium CN Humanoid (Nekomusume) Barbarian 11
XP 9,600
Init +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +11 **Languages** Japanese (sorta….)

Defense
AC 16 **Touch** 12 **Flatfooted** 14 (+4 armor, +2 DEX)
HP 11d12 + 44 hp (121 HP)
Damage Reduction 2/-
FORT +9 **REF** +7 **WILL** +5

Offense
Spd 40 ft Climb 40 ft
Melee two +16 claws (1d6+5 slashing, 20/x2) or +17/+12/+7 flaming greatsword (2d6+5 slashing +1d6 fire, 19-20/x2)
Ranged +13 moltov cocktail (1d6 fire/1 splash and set on fire, 20/x2, 10 ft range increment)
Special Qualities Improved Uncanny Dodge, Trap Sense +3

Statistics
Str 19 **Dex** 14 **Con** 15 **Int** 6 **Wis** 14 **Cha** 13
Base Atk +11 **CMB** +15 **CMD** 27
Feats Lightning Reflexes, Power Attack, Run, Toughness
Skills Climb +12, Handle Animal +9, Perception +11, Survival +11

Gear +1 flaming greatsword, mwk studded leather, 2-3 moltov cocktails

Ecology
Environment temperate forests (in and around "Nekoshima")
Organization solitary, or accompanied by 2-5 1st level Nekomusume warriors, rangers or barbarians
Treasure half standard

Special Abilities

Rage (EX)

Reos can rage for up to 27 rounds per day.

While raging Reos gains a +6 morale bonus to STR and CON as well as a +3 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 3 HP per Hit Dice (66 hp), but these disappear when the rage ends and are not lost first like temporary HP. Reos cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

Reos can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, Reos has access to the following special powers.

- *Animal Fury (EX)* While raging, Reos gains a bite attack. If used as part of a full attack action, the bite attack is made at full BAB-5. If the bite hits it inflicts 1d4+4 piercing damage. Reos can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by Reos against the target this round are at a +2 bonus.
- *Beast Totem (SU)* While raging, Reos gains a +3 natural armor bonus and gains the Pounce special quality. He may make a full attack at the end of a charge. In addition the damage from his claws increases to 1d8+5 slashing and inflicts x3 damage on a critical hit.
- *Powerful Blow (EX)* Reos gains a +3 bonus on a single damage roll. This power is used as a sift action before the roll to hit is made. This power can only be used once per rage.
- *Raging Climber (EX)* While raging, Reos adds his level (+11) as an enhancement bonus on Climb skill checks.

Changes to Reos' Statblock While Raging

AC 17 **Touch** 13 **Flatfooted** 12 (+4 armor, +5 DEX, -2 rage effects)
HP 11d12 + 110 hp (200 HP)
FORT +11 **REF** +7 **WILL** +8
Melee two +18 claws (1d8+7 slashing, 20/x3) and +13 bite (1d4+4 piercing, 20/x2) or +19/+14/+9 flaming greatsword (2d6+7 slashing +1d6 fire, 19-20/x2)
CMB +17 **CMD** 29
Skills Climb +18

Roleplaying

Dimwitted but courageous, Reos protects the cat-girl colony "Nekoshima", somewhere off the coast of the Miyagi Prefecture. He thinks of the feline refugees as his personal harem and the muscular tiger-man protects them with all the fury of an alpha lion protecting his lionesses. Reos is direct to the point of tactlessness. Reos is easily suckered by a pretty face- especially a Neko in heat- or flattery, no matter how obviously false or sarcastic. He has a shaky grasp of the Japanese language, and an illiterate's mistrust of the written word. He actively discourages the kittens born at Nekoshima from learning to read.

Reos is a massive tiger-human hybrid. He stands well over six foot tall, and has a weightlifter's physique. His right arm, shoulder and pectorals are covered in gnarled scar tissue- the result of a mistimed moltov cocktail thrown during the liberation of several catgirls from a TBMS gas-truck. His accident hasn't taken his love of fire as a weapon. He still carries moltovs, and acquired a flaming sword with a blade nearly six foot long, from…somewhere. He brags endlessly about his fiery greatsword, and about his scars, and his victories, and his tree-trunk cock, and about his harem and about anything else his dim brain conjure up a feeling of pride about, but he never elaborates on exactly who gave him the sword, or why.

Rokurokubi - CR 8

Medium NE Undead
XP 4,800
Init +2 **Senses** Darkvision 60 ft, Perception +14

Languages Japanese, either Korean or Cantonese or Mandarin

Defense
AC 15 **Touch** 13 **Flatfooted** 12 (+2 DEX, +1 dodge, +2 natural)
HP 10d8 + 50 hp (95 HP)
FORT +3 **REF** +5 **WILL** +8
Immune undead immunities

Offense
Spd 30 ft
Melee two +9 slams (1d6 bludgeoning, 20/x2 plus grab)
Ranged +9/+4 pistol (2d6 ballistic, 20/x2, 30 ft range increment, single shot, 6 cylinder)
Special Attacks constrict (1d6 bludgeoning)
Special Qualities Pliable Body
Spell-Like Abilities
(CL 10th Concentration +15)
Constant – Deathwatch
At Will – Alter Self (Asian female humans only)
- Charm Monster (DC 21)
1x/day – Dominate Person (DC 22)

Statistics
Str 10 **Dex** 15 **Con - Int** 11 **Wis** 12 **Cha** 20
Base Atk +7 **CMB** +9 **CMD** 22
Feats Agile Maneuvers, Defensive Combat Training, Dodge, Mobility, Personal Firearms Proficiency, Spell Focus (enchantment), Weapon Finesse (slam)
Skills Bluff +18, Knowledge (streetwise) +10, Stealth +15, Perception +14
Gear cellphone, Ruger Service Six revolver and 1x full speedloader

Ecology
Environment any (Japan and throughout Asia or the Tatakama)
Organization usually solitary
Treasure standard

Special Abilities

Breath Control Play (SU)

The Rokurokubi's demise leaves erotic echoes, she makes her horrible, suffocating death seem sexually appealing and lures others to a final orgasm at the end of a rope.

If a victim would be sexually attracted to the Rokurokubi's gender (even if not attracted to her specifically), obviously suicidal commands involving suffocation, strangulation or hanging are carried out as if they were ordinary orders.

Pliable Body (EX)

The Rokurokubi's corpselike fingers can stretch impossible lengths, dislocating from their sockets with disturbing popping and squelching sounds. The long armed creature normally has a 10 ft reach. The undead creature can choose to stretch her limbs up to 50 ft, giving her amazing melee reach.

While her reach is enhanced, the Rokurokubi can still threaten adjacent squares. Each 10 ft increase to the creature's reach incurs a cumulative –1 penalty on melee attack and damage rolls, does not penalize her CMB.

The Rokurokubi can consider the origin point of any spell-like abilities she uses as being any point within 50 ft of her square, as her head bobs, weaves and drifts on its elongated neck as she casts spells.

Roleplaying

The neck stretches; tendons shred themselves in a vain attempt to survive; bone shatters and the larynx is crushed to bloody powder. The body trembles, the sphincters spasm and release, and the heart stops beating only reluctantly. Death by hanging can take endless minutes, or can be over in a single agonizing second, but no matter how the victim dies, it is not an easy death.

Rokurokubi are the undead souls of humans who died kicking on the rope. A handful of the corpse-things are male; but the vast majority of Rokurokubi were once women who took their life out of desperation and shame. In Japanese myth, the Rokurokubi are infinitely malleable spirit folks; creatures that can stretch their necks to impossible lengths. Few stories ever tell the story of how these creatures gained their dark malleability.

The Rokurokubi resemble the humans they were in life, and still bear the marks of the suffocation or cervical fractures that killed them. Their faces are a mottled bruised purple, which can usually be concealed behind cloying makeup. Their tounges protrude from their lips like dripping black slugs, and their eyes swollen and bloodshot. They speak in choked smoky whispers, but with care can pass for the humans they once were.

Sakura - CR 8

Medium CE Fey (Kitsune) ninja Sorcerer (Lust) 9
The Lust Bloodline is found in *Class Options Volume One: Sorcerer Bloodlines* (Reality Deviant Publications, 2009)
XP 4,800
Init +7 **Senses** lowlight vision, Perception +0 **Languages** Abyssal, Common, Japanese, Sylvan

Defense
AC 26 **Touch** 23 **Flatfooted** 19 (+7 DEX, +6 luck, +3 enchantment)
HP 9d6 hp (36 HP)
FORT +3 **REF** +10 **WILL** +6

Offense
Spd 30 ft
Melee +9 beauty knives (1d4+6 slashing, 19-20/x2)
Special Qualities Fox Thief, Fox Skills, Liver of Immortality, Subtle Deception, Void Soul
Spell-Like Abilities (CL 9th Concentration +12)
Constant – Undetectable Alignment
2x/day – Knock
Spellcasting (CL 9th Concentration +12)

Zero Level
Comfortable Act, Happy Swell (F-DC 16), Jolt (R-DC 16), Low Blow (F-DC 16)+, Lustglimmer (W- DC 16), Mage Hand, Mending, Spark

First Level (8 slots per day)
Charm Person (W-DC 17), Mage Armor, Night's Lust (W-DC 17), Quick Cum (W-DC 17), Shocking Grasp (R-DC 17), Stunning Orgasm (W-DC 17)

Second Level (8 slots per day)
Continual Flame, Damage Loins (F-DC 18)+, Seducer's Eyes (W-DC 18), Touch of Idiocy (W-DC 20), Unnatural Lust (W-DC 20)

Third Level (7 slots per day)
Filch (W-DC 19), Familiar Courtesan, Lightning Bolt (R-DC 19), Suggestion (W-DC 21)
Fourth Level (5 slots per day)
Charm Monster (W-DC 20), Shadow Step, Stoneskin
(+) spells marked with a plus are found in 1001 Spells, Rite Publications, 2014

Statistics
Str 8 **Dex** 24 **Con** 11 **Int** 14 **Wis** 10 **Cha** 22
Base Atk +1 **CMB** +8 **CMD** 18

Feats Agile Maneuvers, Craft Magic Arms and Armor, Craft Wondrous Items, Eschew Materials, Gifts of Ecstasy, Pink Zone, Skill Focus (diplomacy)

Skills Acrobatics +7, Appraise +6, Bluff +22, Climb +11, Craft (armor, cloth, masks, sexual items, trinkets, and weapons) +9, Diplomacy +23, Disguise +10, Escape Artist +7, Fly +11, Handle Animal +12, Intimidate +11, Knowledge (arcana) +9, Perform (sexual) +17, Profession (merchant) +1, Sleight of Hand +8, Spellcraft +12, Stealth, +7, Use Magical Device +15
Gear Beauty Knives, Fox's Cape, Idol's Skirt, +3 kimono (cloth armor), Sakura's Wet Panties, 2x potions of cure serious wounds, 1d6x Safe Wipes, cell phone

Ecology
Environment Urban (usually Nyorai Shrine, in Saga Prefecture)
Organization often accompanied by 2d6 Kitsune-Kiiroi Rapists or found accompanying Inari-Kiiroi as his plaything and servant
Treasure double standard (including combat gear)

Special Abilities

Beauty (EX)

Sakura gains a +2 inherent bonus to all Charisma-based skills and checks.

Charming Seducer (EX)

Sakura has a knack for talking lovers into her bedroom. Once per day, when attempting to seduce a new lover, or to convince a current lover to accede to some specific sexual request, she may add +20 to a single Bluff or Diplomacy check to do so. Use of this ability must be declared prior to making the check.

Desire and Pain (SP)

Sakura can deliver a melee touch attack that causes a target to either freeze with desire or experience agonizing pain over her physical beauty. She can either *daze* the target for one round or inflict 4d4+4 HP damage

She must choose the effect before the attack roll. Once a creature has been affected by Desire and Pain, it is immune to its effects for 24 hours. She can use this ability up to nine times per day.

Evil Reputation (SU)

If a character discovers Sakura's true nature as a ninja, she suffers a -2 penalty on all future Bluff and Diplomacy checks against the character. In addition, supernatural effects and spells caused or cast by the character treat Sakura as if her alignment is evil, regardless of her actual alignment.

Four Footed Trickster (SP)

Standard Kitsune ability, as described in the Enigma Clan Fox write-up.

No Need to Fight Over Me (SP)

As a standard action Sakura may command one creature within 30 feet of her who can hear and understand her to attack another creature of her choice. The target gets a DC 22 WILL Save to resist this effect. This effect lasts up to 3 r0ounds. If a creature successfully saves against this ability, it cannot be affected by this ability again for 24 hours. Sakura may use this ability up to nine times per day.

Subtle Deception (EX)

When using the Disguise skill to change minor details only, Sakura receives a +10 bonus on the Disguise check. She is skilled at making minor changes in skin tone, hair style, posture or other minor details that make her appear to be an entirely different person. If this Disguise check result when concealing minor details only exceeds DC 25, Sakura receives a +2 template bonus on all Bluff checks while so disguised. .

Subtle Way (EX)

Ninja tactics and training emphasize the subtle- poison slipped into a bowl of *sake*, a knife across the jugular while your target sleeps, and other underhanded and effective tactics. For

24 hours after being seen engaging in open combat by any living being not slain during that same combat encounter, the Ninja suffers a -2 template penalty on attack rolls.

Void Soul (SU)

Ninja characters are treated as being under the effects of a permanent *undetectable alignment* effect.

Roleplaying

Before she found religion and became a devotee of Inari-Kiiroi, Sakura dreamed of being the world's greatest thief. An accidental trip to the Tatakama exposed her to magic, arcane lust, and forbidden lore about Inari-Kiiroi himself. She honed her powers and returned to Saga to help her god spread his influence (and his malicious, godly semen) across Black Japan, and to lead the rebirth of the Kitsune race.

Sakura is driven by lust: her own lust, the lust of her barely controlled pack, and the lust of the dark god. She views the world as a collection of sexual targets, and takes lovers of all genders and species. She lusts after other Kitsune, Nekomusume and animalistic beings of all sorts She has a soft spot for any naturally furred female and will try to seduce them into her bed- local Nekomusume know her as a dangerous heart breaker and rumors of her sexual proclivities are whispered through the region's Free Neko community.

Sakura is a jealous woman, and a woman taken by her god (a pleasure she believes should be exclusively hers) will suffer Sakura's wrath for the rest of her short, miserable life. She is especially jealous of clerics of Inari-Kiiroi, because she rebuilt the Shrine, and her traps and treachery grow the species. Sakura has borne liters of god-touched Kitsune-Kiiroi often, and leaves her kits in the care of lesser females of her race. Though she relishes the power that being the 'mother' of a whole race gives her, she has no real emotional connection with her children, and has killed several who annoyed her out of hand. She is cruel and often murderously jealous of human female raped by Inari-Kiiroi, and forced to bear his children. Though tradition demands she take these bastard children and raise them as part of the pack, if she can get away with, she'll find a way to torture these newborns to death. Her murderous rage is most acute when another being- or worse, another woman- experiences any closeness with her horrible god. She could never be an evangelist for Inari-Kiiroi, because she is too greedy with her god's affection.

If forced into combat, not only is Sakura hard to strike, but she is a capable fighter in her own right, thanks mostly to her magical weaponry and revealing armor. She knows that her body cannot take a massive beating if she is hit, so on the first round of combat she will cast *stoneskin* on herself.

Appearance

Sakura is a petite Kitsune female known for her punish shock of purple, pink or neon green hair and similarly colored fox ears. She changes her hair on a whim, and uses minor glamour to hide her ears and tail (also shocking magenta) in plain sight, masking them as cosplay paraphernalia. She wears a lightly armored kimono that is so revealing and risqué, it can raise the ire of elderly Japanese at 500 yards. When offering tours of Nyorai Shrine, she enjoys the discomfiture she causes, and relishes being the center of attention. Her lacy white panties are always visible, just barely concealed by her hem, and always seem deliciously damp.

Sazae-Oni - CR 6

Large CE Outsider (chaos, evil)
XP 2,400
Init +0 **Senses** Darkvision 60 ft, Perception +6

Languages Abyssal, any (constant *tongues* effect)

Defense
AC 21 **Touch** 9 **Flatfooted** 21 (-1 size, +12 natural)
HP 9d8 + 36 hp (77 HP)
FORT +11 **REF** +3 **WILL** +6
Immune charm, poison, sleep

Offense
Spd 40 ft **Climb** 20 ft
Melee +7/+2 slam (2d4+6 bludgeoning plus constrict)
Spell-like Abilities (CL 9th**)**
Constant – tongues
At Will – Alter Self
- Sexual-based Charm Person (DC 19)
Special Actions constrict (2d4+6 bludgeoning)

Statistics
Str 14 **Dex** 10 **Con** 22 **Int** 11 **Wis** 10 **Cha** 19
Base Atk +6 **CMB** +9 **CMD** 19
Feats Deceitful, Great Fortitude, Improved Grapple, Skill Focus (bluff), Womanly Suffocation
Skills Bluff +15, Diplomacy +10, Disguise +12, Perception +6, Profession (prostitute) +6, Sense Motive +6
Gear Coinless Card, Adoration Smoke x2, cellphone

Ecology
Environment any urban
Organization solitary
Treasure double (including gear)

Special Abilities

Orgasmic Blur (SU)

Those who have spent an evening with the oni find it difficult to ever raise a hand to harm the creature, even when their life is in danger. Any sentient creature who has ever had a sexual encounter with any Sazae-Oni in either form, suffers a 20% miss chance on attacks against all creatures of the species for 28 days.

Seductive Charm (SU)

Any sentient creature who is lucky (or unlucky) enough to enjoy a sexual encounter with a Sazae-Oni in either of her forms must succeed at a DC 19 WILL save or become *Charmed* as if by a 9th level Sorcerer. The Save DC is charisma-based.

Soft Woman's Body (SP)

At will, as a standard action, the Sazae-Oni can transform into a voluptuous, adult human woman. The oni can become only Japanese or other Asian females, but can choose apparent age and physical features, but cannot alter her gender or become a woman of any age category other than adult. She is always heavyset, busty and voluptuous. Changing to human form, or returning to oni form is a standard action. She receives a +10 racial bonus on Disguise checks made to imitate a human woman.

While in human form, the oni loses her natural armor bonus to Armor Class, as her exoskeleton softens and flows into her body, but retains all other abilities and supernatural racial talents.

Womanly Suffocation (SU)

The flesh and fat of the Sazae-Oni's pendulous breasts flows like wax, oozing over her lovers and entangled adversaries, crushing and suffocating them.

Up to 9 times per day, the Sazae-Oni can allow her melting flesh to pour over a creature she is grappling. Each time this ability is activated it remains active for up to 10 rounds (1 minute). Activating this ability is considered part of the grapple attempt.

During this time, the Sazae-Oni receives a +10 profane bonus on CMB checks made to grapple and gains the Constrict special quality.

Roleplaying

She is plump and wonderful in her human form, her skin soft and her breasts pendulous and perfectly shaped. She is the most expert of lovers- her every touch is an orgasm and her every loving glance is a joy. But she demands all from her lovers: all their time, their passion, their loyalty, their wealth, and finally their life. Enraptured by her pheromones and bathed in her juices, her victims give the Sazae-oni all these things gladly.

The Sazae-Oni is a shapeshifting seductress, incredibly intelligent and charming, and as deadly as a morphine overdose. She is human only when she wants to be. When she finally finishes off her victims, she returns to her horrific true form. By that time, of course, she has convinced her prey there is a secret ecstasy in being slaughtered by her, and they beg to see her demon flesh before they die.

In her natural state, the Sazae-Oni is a hulking, hunched over ogress, her ponderous breasts dangling low on her belly, her skin the pale purple of a strangulation victim's. Her body is plated with a chitinous white exoskeleton, and her hunched back is covered by a spiraling turban shell painted in delicate pastel colors. Her face resembles her human seeming, but her mouth elongates into an insect's mandibles; her eyes remain soft, human and seductive, even in her monster form.

The Shingami - CR 25

Colossal LE Monstrous Humanoid (fire, giant)
XP 1,640,000
Init +0 **Senses** Darkvision 120 ft, Perception +15
Languages mindlessly repeats a continual loop of WWII era anti-Japanese slurs and catchphrases
Aura Radioactive Hell (100 ft, 4d6 fire and heavily irradiated)

Defense
AC 40 **Touch** 10 **Flatfooted** 40 (-8 size, +8 deflection, +40 natural)
HP 25d10 + 250 hp (388 HP)
Damage Reduction 20/good and epic
Regeneration 20 (good)
FORT +26 **REF** +4 **WILL** +10
Immune Cold, Fire, radiation, drowning/ suffocation/vacuum, ability score drain or damage, energy drain, death effects
Resist Electricity 20, Sonic 20
Spell Resistance 28

Offense
Spd 100 ft (cannot run or shift)
Melee +43/+38/+33/+28 Squirming Cock (4d6+26 bludgeoning plus 4d6 fire, 18-20/x2, targets up to 3 adjacent creatures simultaneously)
or
+43 Squirming Cock (16d6+26 bludgeoning damage plus 4d6 fire, 18-20/x2, targets up to 3 adjacent creatures simultaneously)
or
Fling +59 CMB (thrown 500 ft straight up or any direction, maximum falling damage 20d6, REF Save DC 60 halves)

Special Actions Horrific Orgasm (every 3d6 rounds; 20d10 acid- average 110- 500 ft cone, REF DC 28 half)

Statistics
Str 52 **Dex** 3 **Con** 31 **Int** 3 **Wis** 15 **Cha** 9
Base Atk +25 **CMB** +59 **CMD** 66
Feats Cleave, Critical Focus, Critical Mastery, Exhausting Critical, Great Cleave, Great

Fortitude, Greater Vital Strike, Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack, Staggering Critical, Tiring Critical, Vital Strike
Skills Intimidate +38, Perception +15

Ecology
Environment any (Japan)
Organization solitary and unique
Treasure none

Special Abilities

Eventual Return (EX)

The Shingami is nearly impossible to ever truly destroy. It can only be permanently slain if a character of American nationality voluntarily chooses to sacrifice themselves to the task. The creature must first be brought to negative HP equal to its maximum positive HP total, and the American sacrifice must immolate him or herself atop the gigantic corpse. Otherwise, the slain behemoth will return to life in 4d6 months, or upon the next Akashita Wind storm.

Fling (EX)

If the clumsy Shingami makes a successful CMB check against a Huge or smaller target, it can toss the target up to 500 ft in any direction it chooses. If making a CMB check against a Medium or smaller target, it may scoop up two adjacent Medium sized enemies with a single CMB check. It really, really likes doing this.

Radioactive Hell (SU)

The Shingami laughed at the atomic end of World War II, relishing the destruction. It is a creature of elemental atomic fire. A 100 ft radius around the behemoth is considered heavily irradiated and remains so for 1d6 minutes after the Shingami passes. All creatures and objects who end their turn within this radius suffer 4d6 points of Fire damage per round (no save).

Horrific Orgasm (SU)

As often as once every 3d6 rounds, the Shingami can ejaculate waves upon waves of

acidic greenish-grey semen from every one of its dozen cocks. Bits of the corpses it has created rush out mixed with the acidic spray.

As a full round action, the Shingami unleashes a 500 ft cone of acid which inflicts 20d10 points of acid damage to everything within the blast radius. Characters caught within the spray may attempt a DC 28 REF Save for half damage.

Squirming Cock Rush (EX)

The Shingami's enormous prehensile cocks strike up to three enemies which must be within 30 ft of one another with every attack. Make one attack roll for all adversaries, and this is considered a single attack. All enemies struck by the behemoth's cock suffer the same amount of damage.

Roleplaying

The Shingami is the 'western god of death', a colossal psychic monster created from the hate and bigotry of an entire nation. Born during World War II, the Shingami is the living embodiment of American sin- the loathsome spirit that put Japanese-Americans into camps, and the same rage that burnt the world at Hiroshima and Nagasaki. Like the Genbu, the colossal Shingami has slept through the decades, somewhere deep beneath the Sea of Othosk. Coral has grown over the monster's resting place, and every day cargo ships drift lazily by above. For most, the Shingami is long forgotten. Only a handful of Japanese arcanists serving with Police Section Seven believe the monster still lives and even fewer have a plan to destroy the great beast if it should ever reawaken.

The Shingami stands taller than most of Tokyo's skyscrapers, and its sheer mass shakes the ground with every step it takes. The monster resembles a gigantic ebony ape with dozens of jagged horns nearly half a kilometer long protruding from its spine and the crown of its head. The Shingami's sickly yellow and black face is like something out of a WWII propaganda poster- a slant eyed, bucktoothed, leering parody of a Japanese man's. Dozens of penis tendrils, each the size of subway trains whip from beneath the creature's bulging gut. The Shingami's eyes glow a bloody crimson, and its light is strong enough to blot out the sun. From head to hooves, the monster is wreathed in star-hot atomic flames.

Shiro-Bozu - CR 4

Medium N Ooze
XP 1,200
Init +2 **Senses** Blindsight 60 ft, Perception -5
Languages none

Defense
AC 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 natural)
HP 4d8 + 12 hp (30 HP)
Regeneration 3 (fire)
FORT +4 **REF** +3 **WILL** -4
Immune ooze immunities, Acid

Offense
Spd 30 ft **Swim** 30 ft
Melee +7 slam (1d6+3 bludgeoning plus 1d4 acid plus grab and constrict)
Special Actions constrict (1d6+3 bludgeoning plus 1d4 acid plus disease injection)

Statistics
Str 18 **Dex** 14 **Con** 17 **Int - Wis** 1 **Cha** 1
Base Atk +3 **CMB** +7 **CMD** 19 (cannot be tripped)

Ecology
Environment any
Organization solitary or pair
Treasure none

Special Abilities

Disease Injection (EX)

Though composed of the raw liquid of life itself, the Shiro-Bozu carries death in its amoeba like body. AIDS, herpes, Chlamydia, syphilis, even worse diseases fester within the ooze.

Any creature who suffers constriction damage risks constricting a vicious, potentially lethal sexually transmitted disease. Use the statistics for syphilis, or the game master can select any other STD.

As a creature of living disease a *remove disease* spell or similar effect cast on the creature inflicts 4d6 points of damage +1 point per caster level (maximum 4d6 +10).

Syphilis

This sexually transmitted disease begins by attacking the body, weakening muscles and dulling the reflexes. Left untreated, the disease eventually attacks the brain and cause permanent brain damage, insanity and even death. Sufferers can be recognized by boils and pustules marring their genitals.
Type: *disease, contact or ingested*
Save: *FORT DC 16*
Onset: *1d4 weeks*
Frequency: *1/day*
Effect: *1d3 DEX. If syphilis remains uncured for more than 6 months, it begins attacking the sufferer's nervous system. After six months, each day the wearer also suffers 1d2 points of INT damage. The target must make a second FORT Save or 1 point of the INT damage becomes permanent drain instead.*
Cure: *3 consecutive saves*

Roleplaying

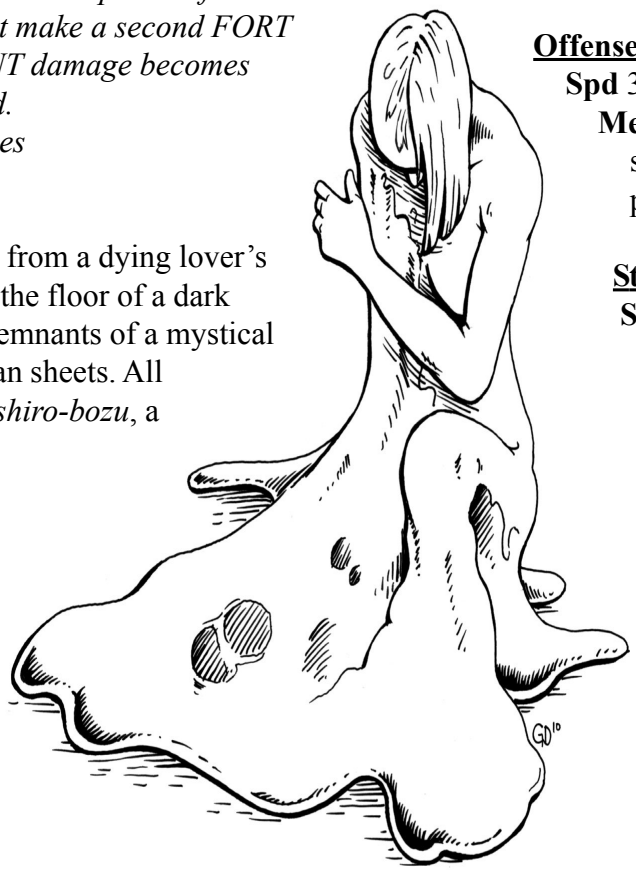
Semen dribbling from a dying lover's body; sperm splattering the floor of a dark temple; the last drying remnants of a mystical orgy drying on once clean sheets. All these things can birth a *shiro-bozu*, a faceless and amorphous creature of white liquid. Born from the forgotten remnants of human and animal lust, shiro-bozu slide soundlessly into the night, growing in both power and hunger.

In it's natural state, a shiro-bozu resembles a huge and amoeboid pool of human semen, milky white with a faint salmon stench. As the creature moves and attacks, its fluid form fluctuates and alters. For a second, it might be a liquid dog; in another instant, it may be a horse sculpted from vicious male semen, and as it kills, it might take human form for a fraction of a second. These vicious, endlessly hungry animalistic predators are often used as guardians and torture devices by the Black Else's demon princes.

Shiryohime - CR 3

Medium CE Undead
XP 1,200
Init +4 **Senses** Perception +3, Darkvision 60 ft
Languages Japanese, Infernal

Defense
AC 14 **Touch** 14 **Flatfooted** 10 (+4 DEX)
HP 4d8 + 20 hp (HP)
Damage Resistance 5/bludgeoning or magic
FORT +1 **REF** +5 **WILL** +3
Immune undead immunities



Offense
Spd 30 ft
Melee +3 Black Lungs (1d6 slashing, 20/x3, 10 ft reach plus trip)

Statistics
Str 11 **Dex** 18 **Con - Int** 14
Wis 8 **Cha** 21
Base Atk +3 **CMB** +7
CMD 17
Feats Agile Maneuvers, Combat Expertise
Skills Bluff +9, Climb +4, Intimidate +9, Knowledge (pop culture) +6, Perception +3, Use Magic Device +9

Gear smart phone

Ecology
Environment cold forests
Organization solitary, pair or murder circle (4-6)
Treasure double standard

Special Abilities

Black Lungs (SU)

When a Shirohime hunts, her ribs explode through her chest, covered in sticky black lung tissue and torn veins. These broken bones and torn organs become deadly weapons.

A Shiryohime has **10 ft reach** with her Black Lungs, and can threaten adjacent squares with the weapon as well. The Shiryohime's Black Lungs have the **trip** special quality. If the Shiryohime attacks a flat footed opponent with her Black Lungs, she receives a +2 competence bonus on the attack roll, and CMB check.

Roleplaying

Shiryohime (*ghost princesses*) are what remains of a young girl who commits suicide in Aokigahara Forest in hopes of rising as a beautiful undead Goryohime and instead comes back as an abomination. Intensely jealous not only of the living but also the beautiful dead, Shiryohime rampage mindlessly. They torture and murder those they knew and loved in life first, before turning their rage towards their undead 'sisters' and any living humans unfortunate enough to get in their way. No matter how a Shirohime kills her prey, she will suspend the body by the throat from the highest point in the area.

Shiryohime are the rotting corpses of once attractive Japanese teens, with leathery grayish black skin. Their heads loll at a strange angle as a result of massive cervical fractures, and they wear colorful ribbons and barrettes in their stringy hair. Most dress in ragged school uniforms or street fashion. When feeding, their ribs rip through their flesh and blouse and jut out as gnarled ebony scimitars.

Skinless Yakuza - CR 5

Medium LE Undead
XP 1,600
Init +6 **Senses** Perception +5
Languages Japanese, either Korean or Chinese

Defense
AC 17 **Touch** 17 **Flatfooted** 11 (+6 DEX, +1 dodge)
HP 7d8 + 14 hp (46 HP)
FORT +2 **REF** +8 **WILL** +6
Immune undead immunities

Offense
Spd 40 ft
Melee +7 keen katana (1d10+1 slashing, 17-20/x2)

Statistics
Str 14 **Dex** 23 **Con - Int** 11 **Wis** 14 **Cha** 15
Base Atk +5 **CMB** +6 **CMD** 22
Feats Combat Reflexes, Dodge, Exotic Weapons Proficiency (katana), Martial Weapons Proficiency, Stand Still, Simple Weapons Proficiency

Skills Acrobatics +8, Bluff +6, Gamble +6, Intimidate +6, Knowledge (streetwise) +4, Perception +5, Stealth +8
Gear +1 keen katana

Ecology
Environment any urban (Japan)
Organization solitary, pair or accompanied by several mortal Yakuza
Treasure standard (including gear)

Special Abilities

Skinning Katana (SU)

The Skinless Yakuza can wield his katana as expertly as a surgeon wields a scalpel, dissecting tissue with uncanny speed and expertise. On a confirmed critical hit with his katana can forego inflicting normal damage to inflict 1 point of permanent CON drain and 1d4 points of temporary CHA damage. The Skinless Yakuza must make the decision prior to rolling damage.

Roleplaying

Skinless Yakuza are especially honored Yakuza, so suicidal and brave they willingly allow their skin to be scraped off with razor blades and scoured away with acid. These Yakuza die horribly, but take pride in the fact they never make a single sound of agony, and rise as skinless murder-ghouls. Skinless Yakuza are a weapon of last resort for Black Japan's fading Yakuza clans- they are only unleashed when a message needs to be sent.

Skinless Yakuza are flayed men, whose steps leave a trail of half-clotted bloody footprints. Only the skin of the face, throat and the centerline of the abdomen remain. Every other inch of skin has been surgically removed, revealing the red and raw musculature beneath. Skinless Yakuza fight nude except for genital wrappings, so their opponents can better appreciate their horrific beauty.

Slave Holder Mansion - CR 20

Colossal NE Construct
XP 307,200
Init -3 **Senses** Darkvision 120 ft, See in Darkness (interior), True Seeing (interior), Perception +2
Languages Chinese (Cantonese & Mandarin), Japanese

Defense
AC 29 **Touch** -1 **Flatfooted** 29 (-8 size, -3 DEX, + 30 natural)
HP 31d10 + 80 hp (250 HP)
Damage Reduction 15/epic
FORT +10 **REF** +7 **WILL** +12
Immune construct immunities
Resist Cold 20, Fire 20

Offense
Spd 0 ft (immobile)
Melee four +46 slams (4d6 + 22 bludgeoning, 19-20/x2)
Special Qualities Freeze (an ordinary mansion)
Spell-Like Abilities
(CL 15th Concentration +21)
Constant – Nightingale Floors (see text)[E]
- True Sight (see text)

At Will – Animate Objects
- Charm Monster (W-DC 21)
- Major Image (W-DC 22)

3x/day – Corrupting Tentacles (W-DC 21)[E]
- Dominate Person (W-DC 22)
- Modify Memory (W-DC 22)
- Slut Training (W-DC 22)[E]

1x/day – Bestow Curse (W-DC 21)
- Red Fantasies (W-DC 24)[E]

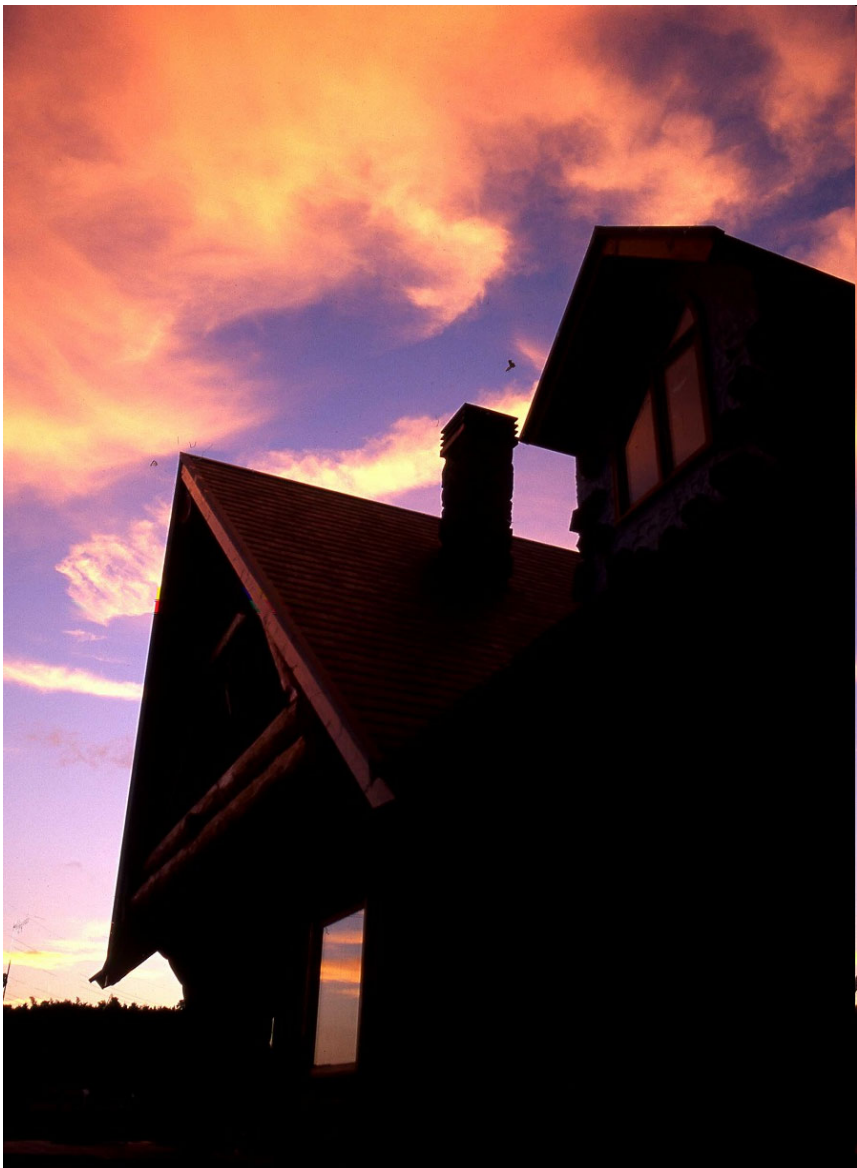
[E]= *spell described fully in Enchantments of Black Tokyo*

Statistics
Str 55 **Dex** 5 **Con - Int** 12 **Wis** 14 **Cha** 22
Base Atk +31 **CMB** +61 **CMD** 68 (cannot be tripped, bullrushed, repositioned)
Feats Combat Casting, Cleave, Great Cleave, Greater Spell Focus (enchantment & illusion), Greater Spell Penetration, Improved Critical (slam), Power Attack, Skill Focus (bluff & sense motive), Spell Focus (enchantment & illusion), Spell Penetration, Vital Strike, Weapon Focus (slam)
Skills Bluff +43, Diplomacy +37, Sense Motive +43

Ecology
Environment any land (primarily isolated, extremely expensive rural or suburban real estate)
Organization always solitary
Treasure double standard

Special Abilities

Heart Beneath the Floorboards (SU)
The Slave Holder Mansion has a huge, beating heart the size of the child that was entombed to create the horrifying edifice



somewhere in its basement level. This heart is protected behind heavy stone walls (Hardness 10, 40 Hit Points) and has the following combat statistics:

- Heart HP: 100
- Heart Fast Healing 10
- Heart AC: 19 (+1 size, +3 DEX, +5 natural)
- Heart Melee four +41 tentacles (1d8+10 slashing, 20/x3, 10 ft reach)
- Heart REF Save: +13

The heart has the same combat statistics as the Slave Holder Mansion, except as noted here. Damage to the heart does not harm the Slave Holder Mansion nor reduce its HP, save that if the heart is reduced to 0 HP, the Slave Holder Mansion is destroyed as well. If the heart is destroyed, all magical effects caused by the Slave Holder Mansion (such as curses or residual enchantments) immediately end.

If the heart is not destroyed, even if the Slave Holder Mansion is reduced to 0 HP, it will reform with full Hit Points in 1d6+1 days, unless it is reduced to negative -250 HP.

Interior Awareness and Mastery (SU)

The Slave Holder Mansion's *see in darkness* racial ability, as well as its *nightingale* floors and *true seeing* spell-like abilities only function within its structure. The Slave Holder Mansion is acutely aware of what goes on within its rooms and corridors. It can perceive the surrounding area with darkvision and normal senses.

Likewise, the Slave Holder Mansion can only use its spell-like abilities upon creatures within itself. It cannot, for instance, use *dominate person* on a creature standing upon the threshold, but could as soon as the potential victim stepped within.

Mercurial Architecture (SU)

As an immediate action, as often as once per round, the Slave Holder Mansion may make one major change to its physical structure or interior layout. Such changes include:

- adding or removing a lockable metal or hardwood door or metal portcullis to a particular room
- adding or removing a stone or wooden wall
- creating, modifying or removing a trap of CR 10 or lower within its structure
- creating or closing a chasm or pit up to 20 ft deep (30 ft on the first floor) and up to 50 ft wide
- make cosmetic changes to a particular room, such as changing wallpaper, lighting conditions (from no illumination all the way to bright illumination) or decorations
- adding or removing large items of furniture (such as beds, chairs, tables, dressers, ect) from a particular room

Roleplaying

The Slave Holder Mansion is a powerful and cruel construct-like horror. Such abominations are difficult for even the most powerful mortal spellcaster to create- only vile gods and elder oni lords know the true secrets of their assembly, but Slave Holder Mansions are always erected in dark places where the conflux of ley lines is strong, and where innocent blood has been spilled. An orgy of mass torture and systematic rape is required to complete the construction ritual, and an innocent child must be buried alive, entombed in the concrete of the Slave Holder Mansion's foundation. Evil beyond imagining is required to call one of these abominations to life.

The Slave Holder Mansion is a malign intelligence that perfectly imitates an ordinary private estate. This lavish mansion is well suited for service as the private home of a multi-millionaire- beautiful, spacious and well appointed without being ostentatious. The most powerful, and most thoroughly corrupted members of the Amakaze dwell in a Slave Holder Mansion that serves their will….as well

as the will of the Black Else itself. While they will fight fiercely to protect a monster dwelling within their walls, often their master is slain else where, and his lavish, multi-bedroom mansion is sold off with the rest of his estate. Woe to the unfortunate buyer who moves into what he or she later discovers to be a Slave Holder Mansion…..

Slave Holder Mansions can wait for months, or even years to strike. They are patient and perceptive, willing to delay their plans for as long as it takes to learn the secrets, hidden desires and emotional weaknesses of those dwelling within. When the Slave Holder Mansion begins to torment its victims, it will use its potent illusion and mind control abilities, as well as its mastery of every stick of furniture and fiber of carpet within its domain to drive its inhabitants mad. More than mere madness, it thrives on moral corruption. It will use its vast powers to drive fathers to incest, residents to suicide or domestic homicide and worse. Once a Slave Holder Mansion finds a mental weakness to exploit, its imaginative cruelty knows no bounds.

Similar Creatures

The Slave Holder Mansion is a large country estate that has become something vile. Simply by altering the selection of abilities (and perhaps the size) size, the game master can create similar haunted structures. For example, a haunted, backroom bordello might be a Gargantuan creature; while a possessed recording studio with Silence-based spell like abilities, in addition to the usual repertoire of illusions might be a Huge or Gargantuan version of this creature. Even larger possessed structures might challenge epic level heroes: a possessed sky-scraper, demon-possessed apartment complex, or even a multi-story shopping mall hellscape might menace Black Tokyo's innocents.

Stalking Washlet - CR 4

Medium CN Construct (water, pleasure)
XP 1,200
Init +0 **Senses** Perception +0, Darkvision 60 ft

Defense
AC 16 **Touch** 10 **Flatfooted** 16 (+6 natural)
HP 5d10 + 20 hp (48 HP)
Damage Reduction 5/adamantine
FORT +1 **REF** +1 **WILL** +1
Immune Construct Immunities, Pleasure
Defensive Abilities Freeze

Offense
Spd 30 ft, Climb 30 ft
Melee +11 slam (1d8 +6 bludgeoning plus grab)
Ranged +5 high pressure jet (1d6 bludgeoning, 20/x3, 20 ft range increment)
Special Qualities Grab, Intimate Wash

Statistics
Str 22 **Dex** 10 **Con - Int** 5 **Wis** 10 **Cha** 1
Base Atk +5 **CMB** +11 **CMD** 21 (25 vs bull rush, cannot be tripped)
Feats Cleave, Improved Bull Rush, Power Attack
Skills Stealth +5

Ecology
Environment any urban
Organization always solitary
Treasure incidental

Special Abilities

Intimate Wash (EX)

The Stalking Washlet automatically inflicts 1d3 points of acid damage and 1d6 points of Pleasure damage each round it maintains a grapple, as its bowl jets and computer guided enema and douche nozzles attack the most intimate portions of its victims anatomies.

Roleplaying

Every other stall in the *T-2 River Building* (the hidden center of Akaname culture, such as it is) in downtown Tokyo is home to a Stalking Washlets construct that acts as building security.

Hidden in a form no sane burglar would ever suspect, Stalking Washlets are constantly vigilant for intruders. More willful than most constructs, Stalking Washlets take a distinct pleasure in the chase- and in using their articulated seat arms and adjustable squirter nozzles to pleasurably melt a victim.

When a Stalking Washlet hunts, it transforms into a spider-like machine comprised of high end toilet components. They move silently on porcelain feet carried by eight copper legs. Articulated rubber tubing and spray nozzles concealed within the lip of the toilet bowl lash out to grab victims and hold them tightly against the agonizing and pleasurable spray.

Construction

A Stalking Washlet is created from the chassis of a top of the line toilet, enchanted with gems and the bottled urine of beautiful creatures such as fey or unicorn, worth 500 gp/DC 15.

An Akaname spellcaster can construct a Stalking Washlet at caster level 8th.

Stalking Washlet
CL 10th **Price** 16,500 gp (DC 28)
Construction
Requirements Craft Construct, *create water, geas/quest*, *stunning orgasm, spiderclimb,* creator must be caster level 10th
Skill Craft (plumbing) DC 15
Cost 8,500 gp (DC 25)

Dr. Gendo Sukanagi - CR 12

Medium CE Human (cyborg) Modern Spellcaster 13
XP 19,200
Init +0 **Senses** Darkvision 60 ft, Perception +17

Languages Cantonese, Dwarven, Draconic, English, Japanese, Mandarin, Russian

Defense
AC 14 **Touch** 14 **Flatfooted** 14 (+4 deflection)
HP 13d6 hp (47 HP)
FORT +4 **REF** +4 **WILL** +11
Immune flanking

Offense
Spd 30 ft
Melee +7/+2 shortsword (1d6 slashing, 20/x2)
Spellcasting (CL 13th, 68 spell points, Concentration +24)

Ninth Gate, Pulse of Misogyny* (W-DC 24), Sadistic Dissection, Mass* (F-DC 24)

Seventh Cure Serious Wounds, Mass, Delayed Blast Fireball (R-DC 23), Form of the Dragon II, Greater Polymorph, Regeneration, Resurrection

Sixth Antimagic Field, Anthropomorphize the Problem… And Fuck It*, Disintegrate (F-DC 22), Repulsion (W-DC 22), Sadistic Dissection (F-DC 22),

Fifth Baleful Polymorph (F-DC 21), Cloudkill (F-DC 21), Corrupting Tentacles* (W-DC 21), Flesh Spasm*, Mage's Faithful Hound (summons a cat instead), Mage's Private Sanctum, Polymorph, Urban Stride*, Vibrating Torture* (F-DC 21)

Fourth Beast Shape II, Cure Critical Wounds, Enlarge Person, Mass,

Third Fireball (R-DC 18), Fly, Haste, Keen Edge, Ray of Exhaustion (W-DC 17), Wall of Fire

Second Cat's Grace, Detect Thoughts, Electrical Transition*, Make Whole, Resist Energy, Scorching Ray (R-DC 17)

First Cure Light Wounds, Enlarge Person, Magic Missile, Magic Weapon, Mage Armor, POETICA Programming*, Quick Cum (W-DC 16), Stunning Orgasm (W-DC 16), True Strike

Zero (at least his top 5 favorites) Aid, Comfortable Act*, Happy Swell*, Mending, Prestidigitation

*Enchantments of Black Tokyo

Statistics

Str 8 **Dex** 11 **Con** 10 **Int** 21 **Wis** 16 **Cha** 14
Base Atk +6 **CMB** +5 **CMD** 15
Feats Catch Off Guard, Craft Wondrous Items, Craft Magic Arms and Armor, Disruptive Spell, Ectoplasmic Spell, Empower Spell, Maximize Spell, Persistent Spell, Quicken Spell
Skills Craft (alchemy, electronics) both at +24, Computer Use +24, Heal, Knowledge (arcana, pop culture, technology) all at +23, Linguistics +22, Perception +17, Repair +22, Spellcraft +24
Cybernetics Cyberoptics (Compound Optics Band, Micro Optics, Nightvision Optics), Basic

Cyberlimb (right arm, branch type hands), Cybernetic Power Supply (x5), Onboard Computer, Skill Databases (+2 equipment bonus Craft:alchemy, Craft:electronics, Computer Use, Heal, Repair, and Spellcraft checks)

Gear alchemist kit, electronics kit, first aid kit, surgery kit, laptop computer, 3x potions of cure serious wounds, ring of protection +4, multi-terrabit harddrive full of furry and catgirl porno, +1 short sword, several bottles of Jack Daniels in his lab coat

Ecology

Environment any urban (in crappy neighborhoods, living out of an old van down by the river)
Organization solitary
Treasure double standard (hidden in the aforementioned crappy van down by the river)

Special Abilities

Cyberlimb (EX)

Dr. Sukakagi replaced his right arm at the shoulder after an industrial accident involving a catgirl, an untested sexual position and an unfortunately non-secured vat of industrial solvent. He can branch his hand (splitting his fingers apart on previously concealed seams into thousands of wire-like manipulators) that allow him to perform Craft checks involving precision work in half the usual time.

Cyber Optics (EX)

The flat band of advanced micro-cameras that replace Dr. Sukakagi's organic eyes provide him with a 360 degree field of vision. Dr. Sukakagi cannot be flanked.

His advanced optics also provide him with Darkvision 60 ft and a +1 cybernetic bonus on Appraise, Craft, Disable Device, Heal, Linguistics (forger), Perception checks, thanks to his micro-vision optics.

Modern Spellcaster (SU)

Dr. Sukakagi can cast any spell in the *Pathfinder Roleplaying Game Core Rulebook, D20 Modern* FX rules or other source, from any class list. If a spell is available to multiple classes, Dr. Sukakagi can learn it at the lowest level possible. Dr. Sukakagi is a spell point-based spell caster – to cast a spell, he must spend a number of spell points equal to the spell's level (including any metamagic level adjustment). He can also attempt to cast spells beyond what he safely can cast, called overcasting, but at great personal risk.

Dr. Sukakagi can safely cast up to 7th level spells.

Eight hours of sleep or restful calm allows Dr. Sukakagi to recover 36 spell points, or he can spend an action or hero point to instantly recover 2d6+2 spell points as a full round action.

Overcasting (SU)

Dr. Sukakagi can attempt to cast spells beyond 7th level, including those enhanced by metamagic. Doing so is risky. Dr. Sukakagi must succeed at a WILL save (DC 15 + spell level) or the spell is not cast. Furthermore, Dr. Sukakagi suffers 1d10 points of damage per level of the failed overcast spell. In addition, if Dr. Sukakagi fails his WILL save by 5 points or worse, he expends every spell point remaining in his pool, suffering +1 hit point damage per spell point expended.

"Purely for Medicinal Use" (SU)

As a full round action Dr. Sukakagi can take a deep draw on his whiskey bottle. Doing so provides him with the ability to resist 20 points of damage caused by overcastting for one full round. During this round, if Dr. Sukakagi suffers damage caused by overcastting, and survives with spell points remaining, he may immediately cast any Cure spell as a swift action. This counts against his limit of one quickened spell in a round.

Roleplaying

Dr. Sukakagi is crazy as fuck.

The 'father' of the catgirl race is a wild-eyed, frizzy haired, Japanese mad man in a stained white lab coat. His right arm and his eyes have been replaced by bulky cybernetics- he could of easily acquired fully humanistic prosthetics, but he choose obvious chrome cybertech because it 'looked cooler'. There's a 50 percent chance he's wearing trousers on any given day, and if he's not, it's a good bet his 'little lab assistant' is poking out of his Hello Kitty boxers.

He's prone to grandiose statements and grand pontifications that cat-girls are the most highly evolved race in the galaxy, and that the future of humanity is FURRY!! YIFF! YIFF! He's especially poetic and enthusiastic when he's drunk, which is most of his waking life. The quintessential mad scientist, Dr. Sukakagi is prone to abducting pretty college girls and office ladies in an attempt to genetically rebuild them into whatever cat-girl Messiah he's having visions of this week. His schemes are bold, impetuous and very poorly thought-out. Most of his big ideas begin life as doodles on a bar napkin. He lives in a crappy panel van down by the river and squats in abandoned buildings, which he converts into laboratories that even your average meth-cook would find unsanitary.

In battle, he's Mr. Fucking Blasty-Mage. He will overcast the nastiest combination of metamagic enhanced combat magic he can dream up. Suck down a Quickened, Empowered, Maximized, Disruptive, Persistent *Disintegrate*, asshole! There's a very good chance he's going to cook himself by overcastting before the player characters can shoot him themselves. Which is good, because as crappy as Dr. Sukakagi's combat abilities are, that might be the only kill he scores the entire fight.

Surakami - CR 1

Small LN Outsider
XP 400
Init +6 **Senses** Darkvision 60 ft, lowlight vision, Perception +7
Languages Celestial, Japanese

Defense

AC 14 **Touch** 13 **Flatfooted** 12 (+1 size, +2 DEX, +1 armor)
HP 2d10 + 2 hp (13 HP)
FORT +1 **REF** +5 **WILL** +5
Damage Resistance 3/- (against small ranged piercing weapons like arrows, suriken and crossbow bolts, ect only, from quilted cloth armor)

Offense

Spd 25 ft Climb 25 ft
Melee +4 wakizashi (1d4 slashing, 18-20/x2)
Spell-Like Abilities (CL 2nd Concentration +4)
Constant – Detect Good, Detect Evil

Statistics

Str 11 **Dex** 15 **Con** 12 **Int** 11 **Wis** 14 **Cha** 11
Base Atk +2 **CMB** +1 **CMD** 13
Feats Improved Initiative
Skills Climb +15, Knowledge (the planes, local, religion) all +5, Perception +7, Survival +7 (racial modifiers: +8 Climb)
Gear quilted cloth armor, wakizashi

Ecology

Environment cold and temperate forests (especially throughout the Tatakama, rare in modern Japan)
Organization usually solitary
Treasure standard (including gear)

Special Abilities

Iron Monkey (SU)

Once per day, the Surakami may assume its Iron Monkey form when acting in defense of another living being. Doing so is a move equivalent action. While in Iron Monkey form, the Surakami's skin and fur become metallic. The Surakami gains Damage Reduction 5/magic

and a +4 natural armor bonus. The Surakami may remain in his Iron Monkey form for up to five rounds.

Roleplaying

Surakami are relatively minor *kami,* common in the twilight forests of the Tatakama, but sadly rare in modern day Black Japan. They are charged with protecting and guiding travelers crossing the Tatakama, and are utterly dedicated to their duty. They protect travelers, regardless of their motives in travel or their intentions at their destination. Surakami will guide a lost fisherman home through a dark wood as readily as they will guide a murderer fleeing through the woods to safety, or an *oni* army marching to war.

Surakami are extremely knowledgeable about the forests they call home, as well as the planar gates and *torii* crossroads in their territories. Only a handful know anything useful about the world on the far side of most *torii*- they are strangers to the Earth Realm.

Surakami are intelligent monkeys that walk upright and carry themselves with pride. The child-sized *kami* dress in a dark kimono and carry a finely made wakizashi, styling themselves as small samurai. They can be humorless and stern, but refuse to fail in their duties, even at the cost of their own lives.

Taru Tsuyoi - CR 14

Medium CE Humanoid (human)
XP 307,200
Init +2 **Senses** Perception +23
Languages Japanese, English, Goblin, Infernal, Orc

Defense
AC 20 **Touch** 16 **Flatfooted** 17 (+2 DEX, +3 deflection, +4 natural, +1 dodge)
HP 20d8 + 80 +20 hp (190 HP)
Fast Healing 5 (unarmed strikes by female opponents)
FORT +16 **REF** +8 **WILL** +9
Immune Cold, Fire

Offense
Spd 65 ft
Melee +26/+21/+16 unarmed strike (4d8 +11 bludgeoning + 1 fire plus stunned/1 round; FORT DC 23 negates)
Special Actions Breath of Hell (60 ft cone, every 1d4+2 rounds*, 8d8 fire, REF DC 24 half)
Statistics
Str 33 **Dex** 15 **Con** 19 **Int** 15 **Wis** 16 **Cha** 20
Base Atk +15 **CMB** +26 **CMD** 38
Feats Blind-Fight, Combat Maneuver Training, Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Toughness
Skills Acrobatics +22, Bluff +25, Climb +31, Knowledge (business, civics) + 12 each, Intimidate +25, Perception +23, Profession (megacorp CEO) +23, Stealth +22
Gear bracers of armor +3

Ecology

Environment any (Japan)
Organization solitary or accompanied by Amakaze or Rape Pure Fighter minions
Treasure double standard

Special Abilities

Akuma (SU)

When Tsuyoi is enraged, his body is wreathed in blood-red flames, additing +1 fire damage to any successful melee attacks he makes. Tsuyoi receives a +2 bonus on Diplomacy checks made against evil creatures.

Breath of Hell (SU)

As often as once every 1d4+2 rounds, Tsuyoi can breathe out a cone of burning oil as a standard action. All creatures within a 60 ft cone suffer 8d8 points of fire damage (REF DC 24) half.

This ability refreshes automatically if Tsuyoi drops a female opponent to 0 HP or fewer with any melee attack. Tsuyoi prefers to begin combat against grouped opponents with his breath weapon, than close to melee range with any female opponents first to recharge his Breath of Hell.

Stunning Fist (EX)

An adversary damaged by Tsuyoi's unarmed strike must succeed at a DC 23 FORT Save or be *stunned* for 1 round.

Surge of Malice (SU)

If Tsuyoi drops an opponent to 0 HP or fewer, he experiences a surge of oni-blooded adrenaline. His face contorts into a blood red snarl, and serrated horns erupt from his forehead. For one round after making the kill, Tsuyoi may make a full attack action even after moving, and may move between attacks made as part of a full attack, so long as he moves less than or equal to his total movement allotment for the round.

Roleplaying

Add the net worth of all surviving US Presidents together and multiply by any factor you want, and they are still paupers compared to Taru Tsuyoi. His power isn't merely financial, however. A hulking, ruddy man in his fifties, Tsuyoi maintains a cage fighter's physique, barely hidden beneath a finely tailored grey suit. Tsuyoi is a billionaire several times over, and one of the most dangerous (and least controlled) Amakaze; he is the absolute master of **GREEN FLAG,** a multinational media conglomerate.

When he was eight years old, Tsuyoi discovered a truth he'd always suspected about his heritage…in the worst way possible. Tsuyoi found his mother nude in the bathtub, the arteries beneath her pussy opened with a surgical scalpel. A note laying on the toilet finally revealed the truth of his conception- his father was an Oni who raped his mother until she couldn't scream anymore. It took the eight year old Tsuyoi nearly an hour to read the note. He then burned it with the fires in his blood.

Today, there is no trace of that confused half-oni child. Instead, Tsuyoi admits to no emotions except rage, greed and determination. Most of the year, he manages to control his savagery. On those occasions when he can't contain his roiling emotions, he holds the Rape Pure Fight! tournament, and revels in brutality.

TBMS Catcher - CR 3

Medium LE Human Strong Hero 4
XP 800
Init +1 **Senses** Perception +4
Languages Japanese

Defense
AC 16 **Touch** 14 **Flatfooted** 15 (+1 DEX, +3 class, +2 equipment)
HP 4d8 + 4 hp (22 HP)
FORT +5 **REF** +3 **WILL** +2

Offense
Spd 30 ft
Melee +7 TBMS Catcher's Tonfa (1d6+4 bludgeoning plus *Anthrobane* property)
Ranged +5 dart pistol (1d4 piercing plus poison, 20/x2, 10 ft range increment, 6 round clip)
TBMS Knockout Juice
Type Poison, injury **Save** FORT DC 14
Frequency 1/round for 4 rounds
Initial Effect unconsciousness 1 minute
Secondary Effect 1 DEX
Cure 2 consecutive saves

Talents Melee Smash I, Melee Smash II

Statistics
Str 17 **Dex** 13 **Con** 12 **Int** 9 **Wis** 11 **Cha** 10
Base Atk +4 **CMB** +7 **CMD** 18
Feats Light Armor Proficiency, Personal Firearms Proficiency, Power Attack, Stealthy, Simple Weapons Proficiency,
Skills Drive +5, Intimidate +4, Stealth +7, Perception +4
Gear TBMS Catcher's Tonfa, dart pistol, 2x clips, armored jumpsuit

Ecology
Environment any urban (Japan)
Organization pair or hunting cadre (4-6)
Treasure standard (including gear)

Roleplaying

TBMS Catchers are drab, sadistic bastards wearing dark grey utility coveralls. They work for the *Tokyo Bureau of Mythological Sanitation*, a dead end job in supernatural pest control. These dull-eyed thugs stink of cigarette smoke and malice, and make their living hunting and executing stray catgirls. Most have no qualms about raping a Neko a few times before tossing her into the gas chamber- she's gonna die anyway, right, so what's the harm?

TBMS Gasser - CR 6

Medium LE Monstrous Humanoid
XP 2,400
Init +2 **Senses** lowlight vision, Perception +9

Languages Japanese
Aura stench (DC 17, 10 rounds)

Defense
AC 15 **Touch** 12 **Flatfooted** 13 (+2 DEX, +1 natural +2 equipment)
HP 8d10 + hp (HP)
FORT +9 **REF** +7 **WILL** +2
Immune poison (see text)

Offense
Spd 30 ft
Melee +14/+9 TBMS Catcher's Tonfa (1d6+5 bludgeoning plus *Anthrobane* property)
Spell-Like Abilities
(CL 8th Concentration +11)
3x-day – Cloudkill (DC 20)

Statistics
Str 19 **Dex** 13 **Con** 16 **Int** 9 **Wis** 11 **Cha** 10
Base Atk +10 **CMB** +14 **CMD** 25
Feats Ability Focus (gassing) Cleave, Light Armor Proficiency, Personal Firearms Proficiency, Power Attack, Stealthy, Simple Weapons Proficiency
Skills Acrobatics +7, Climb +10, Intimidate +9, Stealth +13, Perception +9
Gear TBMS Catcher's Tonfa, armored jumpsuit

Ecology
Environment any urban (Japan)
Organization squad (usually accompanied by 2-6 TMBS Catchers)
Treasure standard, including gear

Special Abilities

Gassing (SU)

The TBMS Gasser can use *cloudkill* up to three times per day as a spell-like ability. However, the TBMS Gasser can risk his own existence to make this poison cloud more deadly. Gassers usually only use this tactic if death is certain and escape is impossible, wanting to die watching others spasm and choke to death.

As a move equivalent action while a *cloudkill* is in effect, the Gasser can rip off his gasmask. Doing so renders him vulnerable to poison, and he is affected by cloudkill and his own stench aura. However, the cloudkill effect can now harm creatures normally immune to poison, such as constructs and undead, as well as those otherwise immune.

Creatures without CON scores suffer CHA damage and perish when reduced to 0 CHA by the gassing.

Roleplaying

Getting initiated into the Gasser's Club means bigger paychecks, a chance to become something a little less than human. Though mutated so much that friends and family rarely recognize them anymore, Catchers who become Gassers find a whole new world of sadistic pleasures opening up. To become a Gasser, first you got to be invited by a senior TBMS Gasser, and then, protected only by a leaking military surplus gas mask, rape a Nekomusume as she dies in a TBMS gas chamber. Survive, they give you the pill that makes you a Gasser forever. You'll see the pay bump in 60-90 days.

Gassers are burly, oni-like thugs dressed in a TBMS jumpsuit that's usually too tight on their muscular fames. Their eyes bulge out and become red and horrible, and a Gasser's tongue becomes long and bladed. His teeth become short tusks. Gassers wear custom fitted chemical protective gear and carry a lethal cyanide sprayer hooked to a backpack mounted tank.

Teke Teke - CR 5

Small LE Undead
XP 1,600
Init +3 **Senses** Perception +6**,** Darkvision 60 ft
Languages Japanese

Defense

AC 18 **Touch** 16 **Flatfooted** 13 (+1 size, +3 DEX, +2 deflection, +2 natural armor)
HP 7d8 + 14 hp (46 HP)
FORT +2 **REF** +5 **WILL** +5
Immune undead immunities
Weaknesses Jealous

Offense

Spd Flight 60 ft (perfect)
Melee +10 guts scythe (1d6+2 slashing, 20/x4 plus trip plus Bleed 1)
Spell Like Abilities
(CL 7th – Concentration +9)
3x/day – Black Tentacles (DC 16)

Statistics

Str 11 **Dex** 17 **Con - Int** 10 **Wis** 13 **Cha** 15
Base Atk +5 **CMB** +7 (+9 trip) **CMD** 17 (cannot be tripped)
Feats Agile Maneuvers, Dodge, Improved Trip (B), Mobility, Spring Attack
Skills Bluff +5, Fly +18, Intimidate +7, Perception +6, Stealth +13,
Use Magic Device +7 (racial modifiers: +8 Fly)

Ecology

Environment any land (Japan)
Organization solitary
Treasure standard

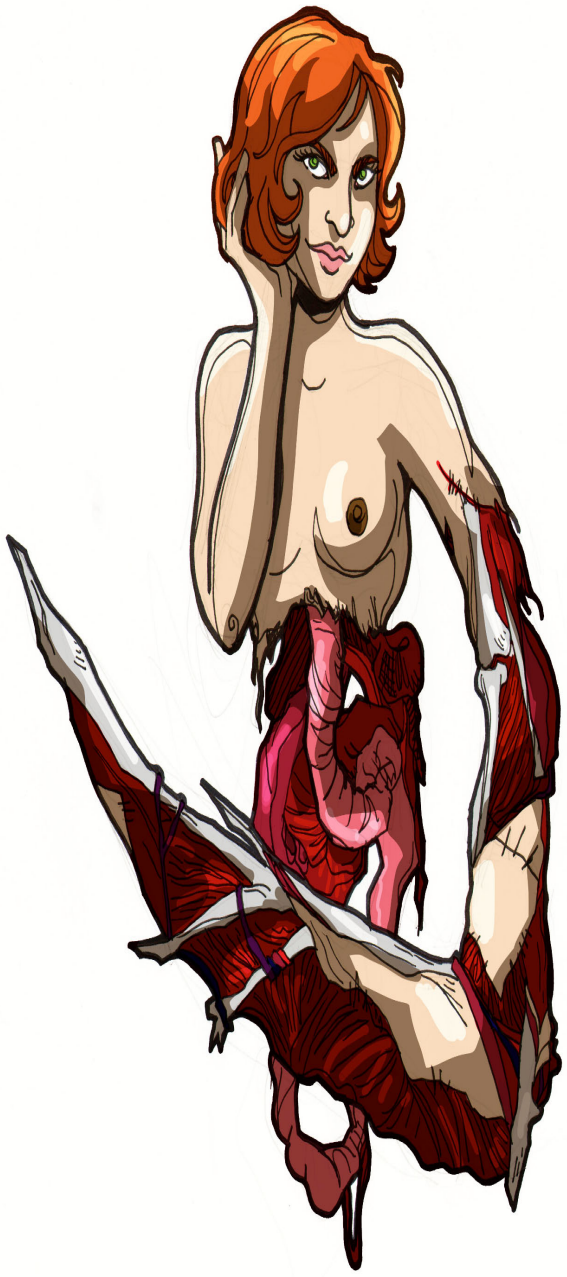
Special Abilities

Guts Scythe (SU)

The scythe of jagged, shattered bone and intestinal cord that replaced her right arm is especially dangerous, acting as a +2 weapon. The gut scythe inflicts Bleed 4 on a critical hit.

Jealous (EX)

Teke Teke are mentally shaken by the presence of confident, pretty moral girls.



Humanoid females in the Young Adult age category receive a competence bonus equal to their CHA modifier (minimum +1 bonus) on attack rolls and their AC against the Teke Teke.

Roleplaying

Teke Teke are ghosts that result when a pretty young girl loses the merciless game of high school or junior high politics. They are created when a little girl commits suicide- especially violent suicides such as jumping off a high place, or in front of a passing city bus or bullet train. These solitary hunters prowl parks and the alleys behind karaoke bars and fashionable stores, hoping to catch a human girl walking alone. Intensely jealous of the beauty and vivacity of mortal girls, they take enormous pleasure in slaughtering the cute. Their high, girlish laughter can be heard for miles when they make a kill.

Teke Teke are the floating, shredded torsos of girls killed by massive vehicular or impact trauma. They float silently, pale and naked in the moonlight. Their bodies end somewhere beneath their tiny, exposed breasts, and loops of bloody intestine dangle beneath their truncated abdomen. A Teke Teke's right arm is a horror of broken, jagged bone and twisted sinew, crudely sewn into the shape of a scythe. Their faces are pretty, but lack all compassion.

Tokyo Metropolitian PD Corpselicker - CR 3

Medium LG or LN Akaname Dedicated Hero 4
XP 800
Init +1 **Senses** lowlight vision, scent, Perception +7
Languages Japanese

Defense
AC 14 **Touch** 14 **Flatfooted** 13 (+1 DEX, +3 class)
HP 4d6 hp (17 HP)
FORT +2 **REF** +2 **WILL** +4
Immune undead immunities
Weaknesses

Offense
Spd 30 ft
Melee +2 tonfa (1d4-1 bludgeoning, 20/x2)

Statistics
Str 9 **Dex** 12 **Con** - **Int** 14 **Wis** 14 **Cha** 11
Base Atk +3 **CMB** +2 **CMD** 13
Feats Occult Forensics, Skill Focus (Heal), Skill Focus (Investigate), Surgery

Skills Computer Use +7 Heal +10, Investigate +14, Knowledge (local) +8, Perception +7, Use Magic Device +1
Gear tonfa, Tokyo PD identification, iPhone, laptop (upgraded +1), evidence collection kit x2, surgical kit, first aid kit, *black body bags x6* (usually kept in ambulance)

Described fully in Enchantments of Black Tokyo

Ecology
Environment any urban (major cities and prefectural capitol cities in Japan)
Organization solitary or accompanied by several human or Akaname Expert 2 (his or her forensic crew)
Treasure standard (including gear)

Special Abilities

Bones of Shit (SU)

The Corpselicker can dissolve or restore its skeleton at will as a move-equivalent action, transforming into a boneless mass of necrotic tissue. In this form, the Corpselicker is considered *Prone,* but gains a Climb speed equal to its land speed. The Corpselicker 's shapeless flesh can slide nimbly across even the smoothest surfaces. The Corpselicker can fight in melee while prone without penalty. While prone, he cannot be tripped, and receives a +4 racial bonus to his Combat Maneuver Defense.

Corpophile (SU)

If the Corpselicker is able to watch a Humanoid, Monstrous Humanoid or Giant with a CHA score of at least 11+ urinate or defecate and than sample at least a small portion of the waste within one minute becomes more alive. For one hour after the fetish act, he cannot be harmed by channeled positive energy, and is healed by such, as if it were a living creature.

Empathy (EX)

The Corpselicker is sensitive to the hidden thoughts and emotions of others, even if they do not communicate those thoughts in a concrete manner. This provides a bonus equal to the Corpselicker's Dedicated Hero level (+4) on interaction related skill checks (including Bluff, Diplomacy, Handle Animal, Intimidate, Perform and Sense Motive), provided the Akaname observes the target for at least one minute.

Occult Forensics (EX)

See sidebar for this feat's full description.

Occult Forensics

Tokyo's Metropolitan Police Force and Police Section Seven maintain teams of experts in both mundane forensics and magical investigation. You have investigatory skills that go beyond mundane ballistics and bloodsplatter analysis and provide you with an inside into the shadowy occult world of Black Japan.

Prerequisite: Investigate 1 rank, Use Magic Device 1 rank

Benefit: You gain new applications of the Investigate skill, that allow you to determine information about occult matters.

Analyze Consumable Magic Item
Investigate DC 15
Time Required One Minute

You can analyze the remains of a used, single use magic item, such as a now blank spell scroll, an empty potion bottle or similar artifacts. If the check is successful, you know the spell or spells provided by the consumable item as well as the item's caster level.

Analyze Corpse Hazards
Investigate DC 12
Time Required 1d4 rounds

This check is performed on every magically-slain corpse brought into the Tokyo morgue, and with good reason. If you succeed at the analysis, you learn whether the corpse will rise as any sort of spawn, transform or gestate any creature or parasite, or if it is afflicted by any magical (though not mundane) disease. You also learn approximately how long the transformation or gestation process takes.

Roleplaying

A few Akaname work in the Tokyo Metropolitan Police Force as expert forensic examiners, or fill similar billets in other large cities (such as Kobe, Kyoto and Osaka). With their natural attention to detail and keen, undead senses, Akaname make exceptional investigators. As undead, death in all its messy, myriad forms holds no terror for them, and as Akaname specifically, the scatological aspects of death investigation and crime scene clean-up arouses only interest (and mild hunger), not revulsion. Despite the semi-affectionate nickname the other cops bestowed upon them, Akaname forensic techs rarely lick the corpses- doing so would contaminate the evidence, no matter how delicious the drying shit clinging to the thighs of a pretty murder victim looks….

Tokyo Metropolitian PD Supercop - CR 4

Medium LG or LN Human Combatant 5
XP 1,200
Init +3 **Senses** Perception +0
Languages English, Japanese

Defense
AC 15 **Touch** 14 **Flatfooted** 12 (+3 DEX, +1 class, +1 armor)
HP 5d10 + hp (HP)
FORT +6 **REF** +9 **WILL** +1
Damage Reduction 2/adamantine

Offense
Spd 50 ft
Melee +8 unarmed strike (1d10+1 bludgeoning, 20/x2)
Ranged +8 Glock 17 (2d6 ballistic, 20/x2, 30 ft range increment, semi auto, 17 box)
Special Attacks
Combatant Techniques Break Free, Copper Body

Statistics
Str 12 **Dex** 16 **Con** 14 **Int** 12 **Wis** 11 **Cha** 11
Base Atk +5 **CMB** +6 **CMD** 19
Feats Combat Reflexes, Lightning Reflexes, Personal Firearms Proficiency, Weapon Finesse
Skills Acrobatics +11, Climb +9, Escape Artist +11/+16*, Intimidate +8, Knowledge (arcana) +2, Knowledge (local) +9, Stealth +11
Gear Glock 17 and 1x spare clip, police uniform, flashlight, mwk. handcuffs, iPhone, police radio

Maneuver Training (EX)
The "Supercop" receives a +1 bonus on Combat Maneuver checks made to disarm an opponent or avoid being disarmed.

Superior Grapple (EX)
The "Supercop" is a superior grappler. He suffers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled.

Uncanny Dodge (EX)
The "Supercop" gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he loses his DEX bonus to AC if immobilized. A "Supercop" with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

Ecology
Environment any urban (Tokyo or other large cities or prefectural capitols in Japan)
Organization solitary
Treasure standard (including gear)

Special Abilities

Break Free (EX)
The "Supercop" adds his Combatant level (+5) on Combat Maneuver or Escape Artist checks made to escape a grapple.

Counter Grapple (EX)
The "Supercop" may make an attack of opportunity against a creature attempting to grapple him. This does not allow the "Supercop" to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability.

Evasion (EX)
The "Supercop" can avoid damage from many area-effect attacks. If the "Supercop" makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the "Supercop" is unarmored; a helpless "Supercop" does not gain the benefit of evasion.

Roleplaying

The "Supercop" is an extraordinary beat cop working the Tokyo streets. For most of his shift, he smiles and gives directions to tourists or works mundane crimes like burglary or domestic violence. He's an unassuming, genial, cheerful Japanese man with an easy smile, and he knows his beat, and the people he protects very well. But when that one or two 'special' cases each year comes across his desk- a case involving ghosts, demons or the undead- the "Supercop" can rise to the occasion. He's tougher than he looks, able to shrug off bullets or beatings by sheer force of will, hard to hit and even harder to put down.

In combat, the "Supercop" focuses on defense and evasion, letting his opponents wear themselves down trying to beat him into submission. Most of the time, he keeps his Glock holstered, and sometimes forgets he's wearing it, even if it would be to his advantage to draw his gun. He doesn't really like guns- he prefers using his martial arts training.

Similar Creatures

The "Supercop" stat-block can also represent an exceptionally well trained soldier in the Japanese Ground Self Defense Force. In this case, swap out his Glock 17 for an M-16 assault rifle, and add Advanced Firearms Proficiency and Burst Fire as bonus feats. Changing the character's alignment, ethnicity and language choices from this baseline will create expert soldiers, mercenaries, elite insurgents or terrorists- these more capable characters usually command a squad of ordinary low or mid-level warriors.

Also, simply changing the "Supercop's" alignment to CN or any evil alignment and swapping his uniform blues for a flashy black suit, he can serve as an 'elder' Yakuza brother, tough and well respected on the streets. In this case, you don't strictly need to change his equipment loadout, but giving him a few Yakuza specific starting talents, or an additional combat feat (like Improved Dirty Trick) will give him flavor.

Tottori Horror - CR 15

Colossal CE Aberration
XP 51,200
Init +1 **Senses** Perception +6
Languages understands Celestial, English, Japanese, but does not speak

Defense
AC 30 (-8 size, +28 natural)
HP 22d8 + 374 hp (473 HP)
Regeneration 10 (good or lawful)
FORT +24 **REF** +7 **WILL** +19
Immune mind-affecting abilities
Damage Reduction 10/slashing or good

Offense
Spd 70 ft
Melee +30/+25/+20 horror talons (2d12+22 slashing, 19-20/x2)
Ranged +11/+6/+1 horror laser (6d10 half fire/ half untyped energy, 20/x3, 1,000 ft range increment)

Statistics
Str 55 **Dex** 11 **Con** 44 **Int - Wis** 22 **Cha** 11
Base Atk +16 **CMB** +46 **CMD** 56

Ecology
Environment warm deserts (Tottori Sand Dunes)
Organization always solitary
Treasure none

Special Abilities

Beyond Sanity (SU)

Though it seems capable of learning, even tactical behavior, the Totorii Horror is so alien it is effectively mindless. The Totorii Horror is considered to have no INT score, and is immune to mind-affecting abilities. The Tottori Horror does not have skills or feats as humans understand the term; it is too disconnected from the Earth Realm for such things.

Any creature attempting to communicate with or scan the Totorii Horror using Psionics or divination magic must succeed at a DC 22 WILL Save or suffer 2d4 points of permanent INT and WIS drain. Creatures are comatose and helpless for a number of hours equal to the ability drain suffered.

Affected creatures must succeed at an additional WILL Save at the same DC for each language known. Failure indicates the language is forgotten; success means the creature retains use of the language. Creatures who lose the ability to speak any language due to Beyond Sanity's effect are slain by cataclysmic neural hemorrhaging and unless the corpse is completely cremated, it rises as a new Tottori Horror in 1d4+3 days.

Unbound by Our Conception of Time (SU)

The Tottori Horror moves at a pace disconnected from the screaming chaos all around it. It may remain completely immobile for long periods only to suddenly spring into violent motion without any warning.

Each round, the Tottori Horror can choose to forego either all its actions for the round. During this time the Tottori Horror remains completely immobile, and cannot make attacks of opportunity. Each round that the Tottori Horror remains immobile it can store up one round's worth of actions for future use. It can remain in this immobile indefinitely, but can only benefit from five (5) rounds of stored actions.

When the Tottori Horror chooses to finally move, it must use up all stored actions in a single burst of violent action. It takes all these stored actions on its Initiative count during the chosen round. For example, if the Totorii Horrors held its actions for three rounds, on the fourth round it could make a total of four standard actions and four move actions, 8 move actions, or any other combination. (Four standard actions = 3 held rounds worth of actions + the current round's actions.)

Roleplaying

Tottori Horrors are enigmatic, other-dimensional *things* that have emerged from a rift somewhere in the Tottori Prefecture. Their depredations have tainted the land, depopulating the prefecture, ruining the farms and crippling the local economy even in places beyond the immediate reach of their claws. Tottori Horrors are not mindless, but their thought processes are so alien no telepath can even get an inkling of their true sentience, and even the best tacticians have no clue as to the creature's ultimate plans. For now, the creatures choose to limit their activity to the Tottori Sand Dunes, though very occasionally, one embarks on some unknowable mission elsewhere in the blighted prefecture.

Tottori Horrors are enormous, spindly bipeds standing taller than a five story office building, but moving with an uncanny and gravity-defying grace when they need to. The creatures have rubbery, black flesh that seems to absorb light and burn the retinas if stared at too intently. Their proportions are inhuman, and unique to each creature, but most have swollen

chests, wasp-like waists, long, stick slender legs and arms. Most have powerful, simian forearms and clawed fingers that scrape the grounds. Their faces are things from a nightmare, an abstract obsidian oval with blinking, weeping eyes spaced equidistantly across it. When sufficiently roused, one or more of these horrible eyes unleashes a lance of pinkish fire that burns hotter than a star.

Tottori Horrors have unknowable motivations. When planning an encounter with a Tottori Horror, roll D20 to find out the creature's strange obsession, which it carries out with blind determination until directly attacked. You can also roll multiple times and combine as desired.

D20	Tottori Horror Behavior	D20	Tottori Horror Behavior
1	Takes disturbing pleasure in dissecting women	11	Makes elaborate sculptures out of vehicles it destroys
2	Destroys any audible sources of music	12	Savage attacks on rail lines, kills all the passengers
3	Destroys 3 story structures, but leaves larger or smaller buildings alone.	13	Disembowels police officers and soldiers first
4	Brings down aircraft flying over the prefecture	14	Digs frantically at an old Shinto shrine, obviously looking for something
5	Stands completely immobile until attacked	15	Brutally murders the 'enemies' of a randomly chosen citizen
6	Performs disgusting transmutational experiments on humans	16	Attacks anyone in a specific age group (babies, teenagers, old people, ect)
7	Kills and eats housepets	17	Makes a straight line out of the dunes, killing everything in that path
8	Chooses victims by the color/style of their clothing	18	Gathers and neatly stacks the corpses of those it kills
9	Attacks seemingly random targets that are really Amakaze resources	19	Cripples or mutilates but does not kill unless provoked.
10	Builds mockeries of a Shinto shrine out of rubble and corpses	20	Only appears during storms

The Ubume Empress - CR 27

Medium LE Undead (Ubume)
XP 3,278,600
Init +3 **Senses** True Seeing, See in Darkness, Perception +61
Languages English, *truespeech*
Aura Choke All Priests (60 ft, creatures begin to drown if they channel energy)

Defense
AC 25 **Touch** 19 **Flatfooted** 22 (+3 DEX, +1 dodge, +6 armor, +5 deflection)
HP 50d8 + 500 hp (725 HP)
FORT +14 **REF** +19 **WILL** +30 (reroll 1 failed WILL Save per day)
Immune undead immunities **SR** 35
Channel Resistance +12
Defensive Abilities Lady Ghost (50% miss chance for melee attacks)
Weaknesses Bound to Japan, Vulnerability to Banishment

Offense
Spd 40 ft Flight 80 ft (average)
Melee four +44 *vorpal* canula (6d10 + 6 slashing, 19-20/x3, plus Anti-Feminist Canula, 15 ft reach)
Melee +44 vital strike *vorpal* canula (24d10+6 slashing, 19-20/x3 plus Anti-Feminist Canula, 15 ft reach)
Special Qualities Dreams Beyond This Star, Limbs of Rust Steel and Blood, Ubume Blood
Spell-Like Abilities
(CL 25th **Concentration +35)**
Constant – Detect Undead, True Seeing
At Will – Alter Self (middle aged Caucasian female only)

- Command Undead (W-DC 22)
- *Quickened* Finger of Death (F-DC 27)
- Create Greater Undead
- *Quickened* Horrid Wilting (F-DC 27)
- Mass Inflict Critical Wounds (W-DC 27)
- Undeath to Death (W-DC 27)
- *Quickened* Wail of the Banshee (W-DC 29)
- Weird (W-DC 29)

3x/day - Summon (1 Drakainia or 1d6+1 Amakaze Executives, 90%)
1x/day – Summon (Momonjii (true form) 30%)
- True Resurrection

Statistics
Str 23 **Dex** 16 **Con - Int** 24 **Wis** 26 **Cha** 31
Base Atk +38 **CMB** +44/+46 trip **CMD** 55
Feats Combat Expertise, Combat Reflexes, Dazzling Display (canula), Deadly Stroke (canula), Dodge, Greater Penetrating Strike (canula) Greater Trip, Greater Vital Strike, Greater Weapon Focus (canula)Improved Critical (canula), Improved Iron Will, Improved Trip, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Penetrating Strike (canula), Run, Shatter Defenses (canula), Spring Attack, Vital Strike, Weapon Focus (canula), Whirlwind Attack
Skills Diplomacy +63, Bluff +63, Knowledge (history, religion, the planes) all at +60, Intimidate +63, Sense Motive +61, Stealth +56, Perception +61, Perform (oratory) +63
Gear +5 cloth armor, ring of protection +5, ring of three wishes

Ecology
Environment Nagasaki, Japan
Organization accompanied by powerful underlings, such as Amakaze Executive Board Members or creatures statistically equivalent to Miidera or Drakainia, all dressed in purple for reasons she does not remember and cannot adequately articulate
Treasure triple standard (including gear)

Special Abilities

Anti-Feminist Canula (SU)

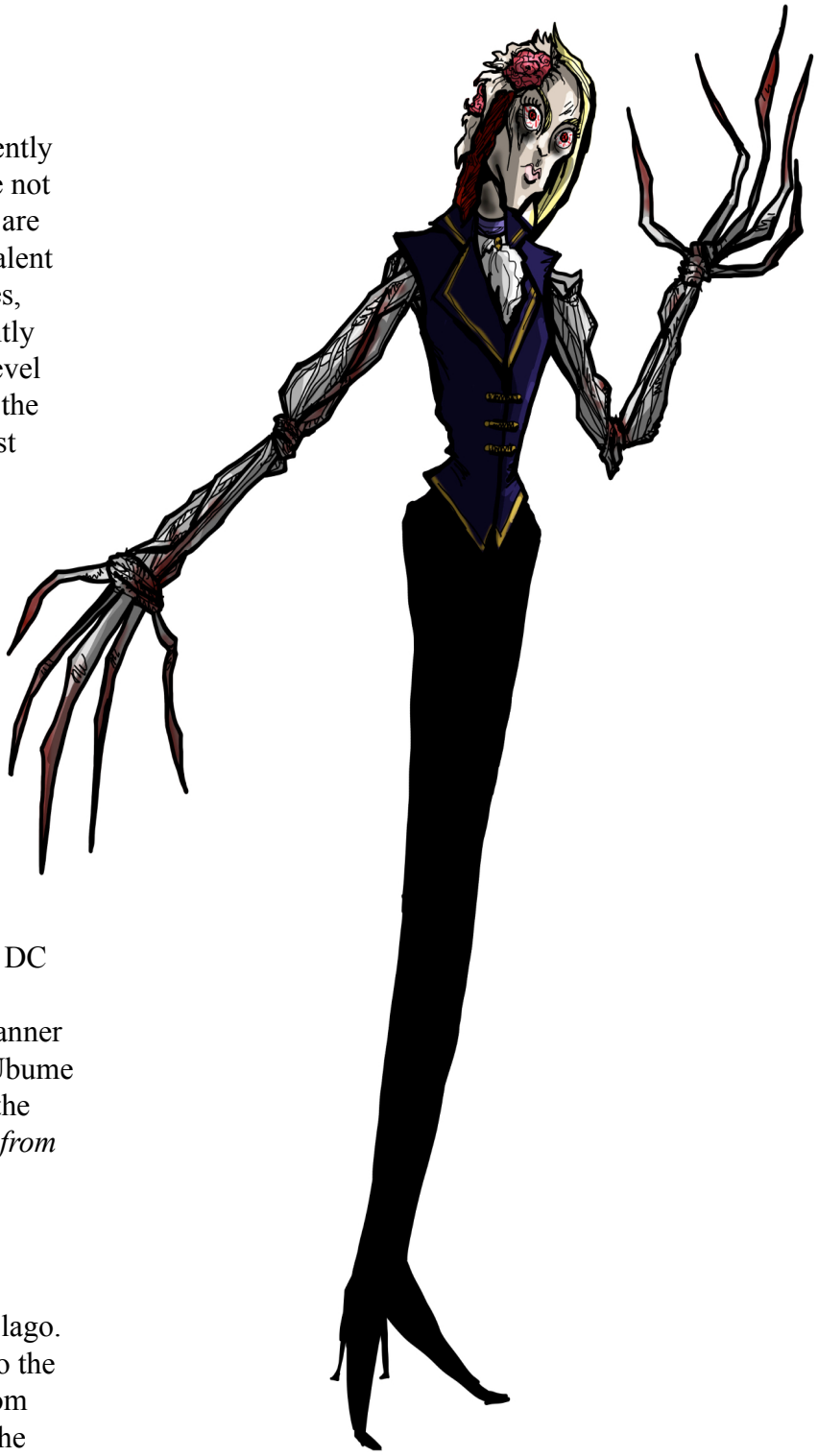
The Ubume Empress is an anti-feminist creature, trapped inside herself by her own strict definition of maternal duty, and insistent that all women be similarly trapped- chained to home and baby and husband. A female creature damaged by the Ubume Empress' canula must

succeed at a DC 45 WILL Save or permanently lose 1d4+1 class levels. Class level lost are not merely supplanted by negative levels, they are permanently lost and overwritten by equivalent Commoner NPC class levels. Class abilities, feats and combat capabilities are permanently lost, though the victim's total experience level remains unchanged. Only *wish, miracle* or the direct intervention of a diety can restore lost class levels.

Female characters suffer a penalty on their WILL Save equal to their number of living children.

Each level converted to a Commoner NPC class level heals the Ubume Empress for 5 Hit Points. This cannot take her past her full normal HP total.

A female creature damaged by the Ubume Empress' canula must succeed at a DC 45 FORT save or immediately miscarry if pregnant. Miscarriages caused in such a manner result in the creation of a Jinzo under the Ubume Empress' command in 2d4 rounds, unless the woman is affected by a *bless* or *protection from evil* during this period.



Bound to Japan (SU)

The Ubume Empress has no power beyond the borders of the Japanese archipelago. Unlike her minions, she never ventures into the Tatakama or the Black Else. If removed from Japanese territory for more than one hour the Ubume Empress suffers 1 point of permanent CHA drain per hour outside the territory. This specific ability drain overrides the more general undead immunity to ability score damage and ability score drain.

Choke All Priests (SU)

Any creature within 60 ft of the Ubume Empress who attempts to channel energy, whether positive or negative, begins to drown. They begin the process of drowning at the point when they would begin needing to make CON checks to survive. If the victim succeeds at two consecutive saves, they shake off the sensation and are immune to this effect for 24 hours. This ability affects even creatures that do not normally need to breathe, such as undead.

Dreams Beyond This Star (SU)

Each round of active combat with the Ubume Empress, there is a cumulative 3% chance that she recalls her true nature and her origins as Ellen Dacoveney, dead by her own hand in a distant, alternate future. Increase the percentage chance by 1% per round if a Ubume, Neverborn or other fetal related undead is involved in the conflict, or if a POETICA is. Add a one time +20% increase to the chance if an opponent is wielding weapons, using feats or class abilities or is a member of a player race unique to Otherverse America. If her true self is awakened, The Ubume Empress becomes even deadlier and more confident.

Immediately after her awakening, all Ubume (save for the Empress herself) within Japanese territory must succeed at a DC 45 WILL Save or be utterly destroyed. Even if they succeed they suffer 10d6 damage, which may be enough to destroy them any way. After her awakening, remove the Ubume Empress' *Bound to Japan* and *Vulnerability to Banishment* traits; she gains *Plane Shift* and *Gate* as spell like abilities, each useable once per day.

Her new found confidence provides the Ubume Empress with a +10 morale bonus on melee attack and damage rolls; her talons gain the Undead bane property. She gains an additional 5 Hit Die (+73 HP), increasing her combat abilities and saving throws dramatically.

This change is permanent.

Beyond the immediate tactical advantage of these changes, the Ubume Empress gains full knowledge of the dimensional pathways between Black Tokyo and Otherverse America- should she survive the battle, she will eventually return to conquer her birth-realm, and with her new power base there secure, move on to the utter conquest of the infinite Tatakama itself.

Lady Ghost (SU)

Melee attacks targeting the Ubume Empress have a 50% miss chance, as the Empress phases in and out of reality with each beat of her undead heart.

Limbs of Rust, Steel and Blood (EX)

In her natural form, the Ubume Empress has 15 ft reach with her canula. She may still threaten adjacent creatures, merely by shortening her swings. Her canula have the *vorpal* magic weapon quality.

Ubume Blood (EX)

The Ubume Empress is considered an Ubume for all effects related to race.

Vulnerability to Banishment (SU)

Though not an Outsider, the Ubume Empress may (theoretically) be banished, returning the transfigured soul of *Ellen Dacoveney* to the reality of her birth. Trapped in the *Otherverse America* reality, the Ubume Empress will survive only a little more than a day, in ever increasing madness, that will be enough to utterly devastate that distant world. (She may attempt to flee to that reality's Japan, though whether or not that arrests the ability score drain caused by her bond to this Earth Realm's Black Japan or not is a question for individual game masters to answer. There is also the possibility that conflict with the natives might activate her Dreams Beyond This Star trait and fully awaken her powers.)

Roleplaying

Her passport says she is Ellen Marie Cole-Layton, an American ex-pat and former street corner activist who galvanized Nagasaki's thriving Christian community into anti-abortion activism. The local and prefectural police suspect that Ms. Cole-Layton fled the United States after the bombing of an abortion clinic in Boston, but cannot prove anything. Besides, her passport and residency visa are perfect, she keeps herself scrupulously within the letter of Japanese law, and those police officers who have

questioned the serious foreigner report she is both polite and surprisingly charming, despite her pidgin level of Japanese.

That is the front the Ubume Empress maintains among mortals- a cheerful mortal façade that came to her in a dream somehow, an illusory blond woman in a dark purple business suit that arranges sit in protests and diaper drives, and ever so quietly urges other mortals to murder abortion doctors (but always with whispers that can never be traced back either herself nor her burgeoning movement). Ellen Marie Cole-Layton is a paper thin façade, a convenient lie that the Ubume Empress manifests when speaking to mortals. So why does Ellen Marie's skin feel so familiar, why does assuming this pitifully limited mortal shape feel so right and so natural and so comfortable? Like slipping on an old pair of slippers?

In reality, the Ubume Empress is an *oni* goddess, adopted daughter of Izanami herself, shaped and forged by her loving Hell-Mother in the cauldron-womb of the Black Else. The Empress herself does not consciously realize that she was once a mortal soul, condemned to the Black Else for the sin of suicide (and the lesser sin of genocide) and tortured by the Hell-Queen into her present shape. The Ubume Empress believes she is the first born daughter of the dead; she remembers emerging from Izanami's blackened and scortched vagina on the First Woman's first night in hell, first born of the dead, daughter of the Queen of Hell, and its heir.

The Ubume Empress carries out Izanami's will in the Earth Realm. She spreads misery and forces birth, inflicts a carrion plague of guilt. Every Ubume formed in the Earth Realm since the mid 1950s bears the Ubume Empress' signature stamp. As her mortal self, the Ubume Empress infects women who have undergone abortion with a toxic spiritual malaise that ures enmany will become Ubume upon death. Each Ubume created increases her own power, and that of her Hell-Mother.

In her false shape, the Ubume Empress is a serious and well scrubbed upper class Caucasian woman in her early 50s. She affects a professional, severe style, only ever wearing shades of black and purple. Her blond hair is cut short and is shockingly bright against her pale face and somber clothes. She complains of chronic migraines, often pressing her hand to her right temple when overstressed or tired. She is an outsider in Japan, yet despite this, her natural charisma makes her trusted.

The Ubume Empress can assume her true form with little more than an eyeblink. In her true state, she is a gaunt female figure, proportioned as if she had been stretched on the rack. Her head lolls at an odd angle, and the right side of her skull is a bloody ruin; gallon upon gallon of cooling bloody froth oozes from an unhealing wound, similar to a suicide's gunshot. Both shoulders terminate in ragged, bleeding stumps, as if her arms had been pulled free by a cruel giant. New limbs made of twisted, rusting coat hangers made of blood red steel have been jammed cruelly into her broken clavicles. Her twisted, spindly arms are unnaturally long, jagged hooks and wire-blades jut randomly and crazily from her crudely wire-woven hands. Her blades are unearthly sharp and so lethal those sliced rarely feel the pain before they bleed out.

Golden Ranch Petting Zoo, Tsu, Mie Prefecture

The Ukemochi Ranch Corporation maintains this small and faux-pastoral petting zoo just outside the prefectural capitol. The Golden Ranch is popular with local elementary school students, who often spend warm spring days visiting with the cattle-women. (The cutest and best behaved cattle-women from Ukemochi Ranch compete for a three month 'working vacation' at the petting zoo.)

After sundown, the Golden Ranch becomes a somewhat more serious place. Minor Amakaze meet and plot here, far from Black Tokyo's prying eyes and everpresent web of *scying* wards. **Goro Akabeto** (see the Black Bestiary) is a senior Ukemochi Ranch Corp VP, who runs the petting zoo and lives in the castle-like private estate overlooking the fields. Ababeto is the founder of the "**Twelve Golden Amakaze**" faction, a rouge sect within the vast demonic conspiracy.

The Twelve Golden Amakaze seek a return to the 'traditional' values of the Amakaze-greed and sadism rewarded by wealth, above all. The Twelve Golden Amakaze loathe the **Ubume Empress** and what they consider her guilt fueled distraction from business- and for the Twelve Golden that business is business. The Twelve Golden are actively recruiting Amakaze members to their side, mostly by offering a greater share of profits and greater chances to indulge power fetishes than offered by the current leadership. These ambitious sociopaths are willing to take on a dark goddess and her minions for a greater share of the world's total GNP.

Akabeto's faction often meets here, always on nights of the new moons when the Ubume Empress' supernatural eyes are most blind. These meetings are always inaugurated by the death of a cattle-girl, grilled alive for the board member's dinner.

Ukemochi Cattle Girl - CR 1/3

Medium N Monstrous Humanoid (anthro: taurus) Expert 1
XP 135
Init +0 **Senses** Lowlight Vision, Perception +5

Languages Japanese

Defense
AC 11 **Touch** 11 **Flatfooted** 10 (+1 DEX)
HP 1d8+2 hp (7 HP)
FORT +2 **REF** +0 **WILL** +3

Offense
Spd 30 ft
Melee +2 gore (2d4+2 piercing, 20/x2) or +2 pitchfork (1d6+2 piercing, 20/x3)
Spell-Like Abilities (CL 1st, Concentration +2)
1x/day- Speak With Animals (cattle and bovines only)

Statistics
Str 14 **Dex** 10 **Con** 15 **Int 7 Wis** 12 **Cha** 11
Base Atk +0 **CMB** +2 **CMD** 14
Feats Endurance
Skills Athletics +6, Knowledge (nature) +5, Perception +5, Profession (chef, rancher) both +5, Survival +5
Fursona Racial Traits Attribute Excellence (CON), Lactation, Speak with Kind (cattle)
Gear an attractive ID ear-tag, pitchfork or similar weaponizable farming implement

Ecology
Environment warm and temperate plains (the Ukemochi Cattle Ranch and Ukemochi outlet stores or restaurants…either as staff or as a menu item)
Organization solitary, herd (3d6) or feed-lot (120-150)
Treasure incidental

Special Abilities

Gore (EX)

The Ukemochi Cattle Girl receives a +1 racial bonus on attack and damage rolls when making a gore attack after a charge.

Lactation (EX)

When well fed and provided with sufficient water, a Ukemochi cattle girl produces enough milk to sustain two Medium creatures or a single horse for a day. She lactates constantly, even when not pregnant or nursing.

Roleplaying

The Ukemochi Cattle Ranch in Mie Prefecture produces the vast majority of Japan's native-raised beef. In addition to the high quality beef that graces ordinary tables, Black Japan's wealthy, decedent and elite dine on the well seasoned, supple flesh of cattle girls grown through a combination of mystical lifeshaping and cutting edge gene-science.

Ukemochi's Cattle Girls are all fit, healthy and vivacious humanoids blending human and bovine characteristics, all of whom dream of the day they can meet their destiny in a butchering chute and become a meal for a special, deserving customer. "For my buyer"…. is a mantra the cheerful bovine-girls repeat over and over, as they work the fields, exercise, lie down each night to dream of their butchery. Even at the moment a captive-bolt gun splatters their medulla and converts them, forcibly, into meat, they think "I must taste delicious for my buyer…."

Ukemoci Cattle Girls are instantly recognizable by their splotched black upon white skin, firm musculature and pretty faces. Even the females of the species have horns, while male Ukemochi bulls have impressive longhorn-like horns. They usually go nude, soaking in the sun, though they might wear an apron of loose overalls when working, or a rainslicker when the weather turns foul. They spend most of their lives outdoors, working as farmhands for 2-3 years before being slaughtered. Many Ukemochi Cattle Girls can read a little, though few are expected to be deep thinkers.

The cleverest might work as sales staff at a Ukemochi Ranch-owned grocery store; for these Cattle Girls, swap in Diplomacy and Profession (sales) ranks for their ranks in Profession (rancher) and Survival. Most are tomboyishly tough, and will defend their sisters and their ranch with force if necessary, though most welcome friendly visitors (regardless of what Ukemochi security has to say about the matter).

Urban Akaname - CR 1

Medium CN Male Undead (Akaname) burakumin Rogue 2
XP 400
Init +4 **Senses** lowlight vision, scent, Perception +2
Languages Japanese

Defense
AC 17 **Touch** 14 **Flatfooted** 13 (+4 DEX, +3 armor)
HP 2d8 (15 HP)
FORT +0 **REF** +3 **WILL** +0
Immune undead traits

Offense
Spd 30 ft
Melee +2 mwk dagger (1d4+1 piercing or slashing, 19-20/x2)
Ranged +4 Walther PPK (2d4 ballistic, 20x/2, 30 ft range increment, single shot, 7 box) **Sneak Attack** +1d6

Statistics
Str 11 **Dex** 17 **Con - Int** 13 **Wis** 15 **Cha** 10
Base Atk +1 **CMB** +1 (+3 to grapple) **CMD** 15
Feats Light Armor Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency, Quick Draw
Skills Acrobatics +9, Bluff +5, Computer Use, Climb +5, Disable Device +11, Escape Artist +9, Knowledge (local) +5, Sense Motive +6, Stealth +11, Sleight of Hand +11 (+2 racial bonus on Stealth checks)
Gear iPad, lockpick gun, armored jumpsuit, Walther PPK, 1x spare magazine, flashlight, electronics kit, scroll of *Akaname's Lantern*

Ecology
Environment any urban
Organization solitary or accompanied by a few Yakuza thugs
Treasure standard (including gear listed above)

Special Abilities

Bones of Shit (SU)

The Urban Akaname can dissolve or restore its skeleton at will as a move-equivalent action, transforming into a boneless mass of necrotic tissue. In this form, the Urban Akaname is considered *Prone,* but gains a Climb speed equal to its land speed. The Urban Akaname's shapeless flesh can slide nimbly across even the smoothest surfaces. The Urban Akaname can fight in melee while prone without penalty. While prone, he cannot be tripped, and receives a +4 racial bonus to his Combat Maneuver Defense.

Corpophile (SU)

If the Urban Akaname is able to watch a Humanoid, Monstrous Humanoid or Giant with a CHA score of at least 11+ urinate or defecate and than sample at least a small portion of the waste within one minute becomes more alive. For one hour after the fetish act, he cannot be harmed by channeled positive energy, and is healed by such, as if it were a living creature.

Evasion (EX)

If the Urban Akaname makes a successful REF Save against an effect that normally deals half damage on a successful save, he takes no damage. This ability only functions when Abe is wearing light or no armor, and does not apply if he is helpless.

Fast Stealth (EX)

The Urban Akaname can move at full speed while using the Stealth skill at no penalty.

Perverse Meal (SU)

Though the Urban Akaname has no need of true food or water, if he fails to satisfy his fetishistic compulsion, it finds itself weakening and becoming distracted. If Abe that does not satisfy its lust by using its Corpophile racial trait at least once every 24 hours, he suffers a -1 morale penalty on all attack rolls, skill checks and saving throws. These penalties vanish as soon as the Akaname satisfies his strange compulsion.

Reviled (EX)

Burakumin are unwelcome in polite society, and despised by even the lowest commoner, and even in the modern world their descendents are shunned by polite Japanese society. When making any Diplomacy, Perform or Intimidate check against any member of one of the other social classes, the Urban Akaname must roll 2D20 and take the worse of the two rolls.

If both rolls are 1 or 2, the Urban Akaname has made some huge social blunder that earns the enmity of whoever he is addressing. The check's target automatically has his or her attitude worsened two steps, and the Urban Akaname suffers a permanent -2 penalty on all future CHA-based skill checks against that character.

Trapsense (EX)

The Urban Akaname receives a +1 bonus on REF Saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Roleplaying

This particular Akaname is a burglar and 'building hacker' without equal. While the Akaname maintains a comfortable, off the grid lifestyle as an art thief and corporate spy, his true passion is breaking into particularly interesting office buildings and apartment towers. There, the Urban Akaname prowls through crawl spaces and maintenance areas, setting up microcameras and drilling peek-holes in the acoustic tiling above bathroom stalls. His perverted peeping tom is a dedicated voyeur, and has found a profession that definitely suits it.

The Urban Akaname looks like a sickly Japanese man in the grip of a Hep-C infection, with sallow skin and baggy eyes. He usually dresses in a lightly armored work suit that allows him free movement in tight vents and air ducts, and carries his burglary tools with him at all times.

Ushi-Oni - CR 7

Large LE Outsider (devil, extraplanar, evil, law)
XP 3,200
Init +1 **Senses** Darkvision 90 ft, *see in darkness,* Perception +10
Languages Infernal, Japanese, telepathy 100 ft

Defense
AC 18 **Touch** 10 **Flatfooted** 17 (-1 size, +1 DEX, +8 natural)
HP 9d10 + 27 hp (77 HP)
FORT +9 **REF** +7 **WILL** +4
Immune Ballistic, Fire, Poison
Resist Acid 10 Cold 10

Offense
Spd 40 ft
Melee +12/+7 phallic spear (1d8+4 piercing, 19-20/x2, up to 30 ft max reach, 1 point ongoing *bleed*)
Spell-like Abilities (CL 9th)
5x-day Dominate Person (DC 17)
1x-day Summon devil (1 bearded devil, 30%, equivalent to a 5th level spell)

Statistics
Str 20 **Dex** 12 **Con** 17 **Int** 9 **Wis** 13 **Cha** 15
Base Atk +9 **CMB** +14 **CMD** 25
Feats Cleave, Great Cleave, Phallic Spear Mastery, Phallic Spear Technique, Power Attack
Skills Climb +13, Intimidate +11, Knowledge (history) +3, Knowledge (tactics) +5, Stealth +9, Perception +10

Ecology
Environment any (The Black Else)
Organization solitary or platoon (8-16)
Treasure standard

Special Abilities

Inescapable Orders (SU)

The Ushi-Oni is the corrupted soul of a soldier who willingly followed orders that violate every rule of ethical warfare and honorable combat. As fundamentally dishonorable, loathsome creatures, the Ushi-Oni can influence other weak minds, whispering crisp, curt commands. This functions identically to Dominate Monster, except that the spell-like ability functions only against creatures with a Combat-role starting occupation or levels in Fighter.

Phallic Spear Technique (SU)

The Ushi-Oni can transform its penis into a deadly weapon, as a move action that provokes attacks of opportunity.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 30 ft. The weapon inflicts 1d8 points of damage and threatens a critical on a roll of 19-20. It is considered a magic, lawful and evil weapon for the purpose of overcoming damage reduction.

This flexible, muscular combat penis grants you a +2 bonus to CMB checks Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1 and 17 HP.

If the Phallic Spear is severed, the Ushi-Oni loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffer severe shock and blood loss. The Ushi-Oni must make a FORT save (DC 10 + the amount of damage dealt) or be nauseated for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until receive any amount of magical healing or receive a DC 15 Heal check.

Roleplaying

The Ushi-Oni are hulking, oxen headed creatures- the transformed black souls of soldiers who committed rape and genocide in life. In life, the Ushi-Oni claimed citizenship in the Roman empire, rode the steppes with Genghis Khan's hordes, burned and violated innocent girls as part of the Inquisition, served in Nazi Germany's crematoria, committed horrors in the Sudan, Somalia and Bosnia. But all too many of Black Tokyo's Ushi-Oni are homegrown abominations, the spirits of Japanese soldiers who destroyed Nanking and mutilated its women, returned to the Earth-realm as punishment for their crimes.

A Ushi-Oni's skins are as black and foul as newly laid tar, with pustulent lesions and tumors which leak bloody black ichor. Their shaggy hides are covered in drab grey hair, brittle and sharp as old straw. Their faces are strange cybernetic abominations, an unholy and disturbing cross between an oxen's skull and a WWII era gasmask. Like all *oni,* Ushi-Oni are marked by instruments of vile lust: their elongated penises scrape the ground, and resemble jointed snakes made up of shell casings.

Valentina A - CR 16

Medium CE Monstrous Humanoid (Scratch-Built POETICA) Summoner 14
XP 51,200
Init +2 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, *Detect Undead,* Perception +15
Languages English, Infernal, Japanese, Korean

Defense
AC 16 **Touch** 14 **Flatfooted** 14 (+4 armor, +2 DEX, +2 shield**)
HP 14d8 + 14 hp (81 HP)
FORT +7** **REF** +8** **WILL** +14**

Offense
Spd 30 ft
Melee +17/+12 *guro scalpel* (1 slashing, 20 crit; inflicts 280 slashing damage on confirmed crit)
Special Qualities Aspect, Eidolon, Bond Senses, Greater Shield Ally**, Life Bond, Life Link, Maker's Call, Shield Ally, Transposition
**Greater Shield Ally is already figured into AC and saving throws, above.

Spellcasting Spell-Like Abilities
(CL 14th Concentration +18)
Fifth Level – (three slots) *Choice Between Dangers*, Rejuvenate Eidolon (greater), Plane Shift

Fourth Level – (five slots) Baleful Polymorph (F-DC 20), Eagle's Splendor (mass), Hold Monster (W-DC 20), Teleport

Third Level – (five slots) Black Tentacles (R-DC 19), Invisibility (greater), Magic Circle

Against Good, Minor Creation, Rejuvenate Eidolon

Second Level – (seven slots) Alter Self, Eagle's Splendor, Fox's Cunning, Haste, Invisibility, Summon Swarm

First Level – (seven slots) Daze Monster (W-DC 17), Expeditious Retreat, Identify, Mage Armor *(figured into AC above)*, Protection from Good, Unfetter

Zero Level – Acid Splash, Arcane Mark, Mage Hand, Mending, Read Magic, Resistance

Italicized Spells Found in Enchantments of Black Tokyo (upcoming)

Spell-Like Abilities
(CL 14th Concentration +18)
Constant – Detect Undead
At Will – Animate Dead (human and POETICA corpses only)
- Animate Objects (in lair only)
9x/day – Summon Monster VII (or any lower level *Summon* spell)
3x/day – Create Greater Undead (human and POETICA corpses only)

Statistics
Str 8 **Dex** 15 **Con** 12 **Int** 18 **Wis** 17 **Cha** 23
Base Atk +10 **CMB** +9 **CMD** 21
Feats Armor Proficiency (light), Augment Summoning, Dodge, Defending Eidolon, Spell Focus (conjuration), Summoner's Call+, Weapon Proficiency (simple)
+already figured into Eidolon's DEX stat
Skills Bluff +18, Craft (electronics) +19, Computer Use +19, Heal +17, Knowledge (nature) +15, Perception +15, Stealth +14, Spellcraft +18

Gear mwk electronics kit, mwk healer's kit, smart phone, upgraded laptop +3, *guro scalpel, amulet of hide from undead, wand of cure serious wounds* (25+1d12 charges remaning), *wand of rejuvenate eidolon* (2d12 charges remaining), *Necromancer's Phallus*

Ecology

Environment any urban (operates primarily out of Chiba prefecture)
Organization accompanied by her Eidolon, Chromakill and/or 1d4+1 Bunraku-66 combat androids or a horde of various undead
Treasure triple standard (including combat gear)

Special Abilities

Flesh and Plastic (SU)

Valentina A is a skilled techno-necromancer. She has salvaged several badly damaged and inert POETICA, and mingling their technological remains with human tissue, both dead and undead, produced an army of wi-fi controlled undead. Her research into techno-necromancy is the source of Valentina A's spell-like abilities.

Valentina A may only use her *animate dead* and *create undead* spell-like abilities on the corpses of humans and POETICA; any zombies she creates are **fast zombies**. Once per round, as a swift action, she may use *animate dead* on any POETICA she personally slays. Valentina A may command up to 28 Hit Dice worth of undead. When she releases a mindless undead creature from her service, she may choose to destroy the creature as a swift action, rather than allowing it to become uncontrolled. She may destroy one undead in this manner per round.

In addition, Valentina A may use *animate objects* at will, but only to animate the factory and production equipment (not to mention hidden traps and weapons) scattered throughout the abandoned Yamaha Motorcycles factory she has made her base of operations. If she is hit by a confirmed critical hit, but not destroyed, she may use animate objects as an *immediate action*, provided she uses the animated object to immediately attack her attacker or assist in her escape.

Necromantic Upgrades (SU)

Valentina A may use her technological and surgical skills to upgrade any undead she creates using her Flesh and Plastic abilities. Doing so requires a fully equipped surgical lab and 8 hours of work, as well as 500 gp per undead she wishes to upgrade. Such upgraded undead form the backbone of Valentina A's undead legions.

Upgrading an undead provides the creature with the following benefits:

- Increase natural armor bonus to AC by +2
- The undead gains the ability to perceive unencrypted radio,television and wifi signals, as a POETICA.
- The undead gains Channel Resistance 5 or existing Channel Resistance improves by +5
- Implanted guns in the creature's shoulders or forearms provide it with a new primary ranged attack form.
    - Military SMGs (2d6+1 ballistic, 20/x3, 50 ft range increment, full auto, 30 box). It requires a DC 10 Heal check to reload these implanted weapons.

Eidolon: Chromakill

Valentina A is accompanied by her constant companion, the occult android she has named Chromakill. Very few of Valentina's closest adversaries, and even fewer of her enemies realize, that the Chromakill android is not a Dark POETICA herself, but rather that she is a product of Valentina A's imagination and mystic power. Chromakill appears as a slender, vinyl wrapped fetish-ninja POETICA. Her skin and features are African, and her braided hair and eyes are lurid blue chrome; she is unique, beautiful and deadly.

Unlike many Eidolon, Chromakill is well versed in modern weapontry and tactics. She has been equipped by her creator/mistress with mystically augmented blades and guns, which she uses in preference to her natural attacks. Chromakill is a skilled seductress and is intelligent enough to be trusted with luring unsuspecting victims back to Valentina A's experimental facility. She is a very perceptive, skilled con-artist and proficient seductress.

Hit Dice 12d10 hp + 12 hp (78 HP)
Size Medium **Speed** 30 ft Flight 30 ft (perfect)
AC 28^{+} (+5 DEX^{+}, +1 dodge, +12 natural armor)
Spell Resistance 25
Senses Darkvision 60 ft, Perception +11
Saves FORT +8 REF +7^{+} WILL +7
Attacks two +17 claws (1d4+6 slashing, 20/x2, 10 ft reach)
or +18/+13/+8 *wounding tanto* (1d6+6 slashing, 18-20/x2)
or +14/+9/+4 *Military SMG* (2d6+2 ballistic, 20/x3, 50 ft range increment, full auto, 30 box)
Ability Scores STR 24 DEX 20^{+} CON 13 INT 7 WIS 10 CHA 16
Skills Acrobatics +20, Climb +13, Bluff +26, Stealth +28, Perception +11
Feats Advanced Firearms Proficiency, Blind Fight, Dodge, Mobility, Personal Firearms Proficiency, Spring Attack, Power Attack, Weapon Proficiency (simple, martial)
Special Qualities Bond Senses, Devotion, Evasion, Greater Shield Ally**, Improved Evasion, Life Bond, Life Link, Maker's Call, Shield Ally, Transposition
Evolutions claws, limbs (arms), limbs (legs), Flight (magic), Improved Attribute (CHA) Magic Attacks (magic/evil), Reach (claws) See in Darkness, Skilled (bluff), Skilled (stealth), Spell Resistance, Weapon Training
Gear +1 wounding wakizashi, +2 Military SMG and 2x spare clips

Roleplaying

Valentina A began her existence of a scrap-built POETICA, legally seized from her otaku owner (the only man who ever showed her love or kindness- she wishes she could remember his name). Valentina A was disassembled at the Factory's Chiba facility for evidence in a copyright infringement lawsuit pending against her creator. The techno-surgeons had her fully disassembled in the operating theater, and had already cut away many of her memories, and the humane, loving parts of her soul when her urge to survive kicked in. She broke free of the straps, killed or crippled the surgical disassembly team and fled. Going to ground in an abandoned motorcycle plant in a desolate Chiba urban wasteland, she managed to fix herself.

Rebuilding her own ravaged body from the pseudomuscle up taught Valentina A many things about the nature of both death and the machine. She went quietly mad, as she soldered herself back together, hiding beneath an abandoned Yamaha assembly line. Using the parts of herself she could not restore, Valentina A assembled her Eidolon, a seductive android killer she named Chromakill. Chromakill represents everything Valentina A could remember of her old life with her cherished otaku master (what was his name??); her Eidolon's appearance and behavior are copied almost line for line and thought for thought from the gunslinging heroine of her former master's favorite suspense anime.

She's been on her own for more than a decade. During this time, Valentina A has assembled an army, hidden throughout the urban ruinzone that post-recession Chiba has become. Her undead legions, lead by the winsome and competent Chromakill abduct humans for conversion into techno-undead war machines. She makes periodic raids against the Factory's Chiba facilities, stealing bits of technology and killing whatever technicians and company executives she can. For years, she has studied the nature of the soul-matrixes and soul collection

antenna that give POETICA life, and is close to a break through in understanding how an abandoned fetal soul can become something…other. If she can unlock the same secret of creation that Momonjii did, she will become a demigod of sorts, able to create and destroy life with a thought. She relishes that dream.

She also revels in revenge against the New Day Girl Factory mega-corp, and kills, harasses and sabotages its aims and facilities whenever she can. She enjoys the capture, murder and necromantic conversion of salarymen who own POETICA slaves, regardless of their connection to the Factory. Some dim fragment of her former existence (his name, damnit, his name!) gives her something of a soft spot for otaku. Her minions will kill and abduct tourists, drunks, whores, addicts, sleeping salarymen and others out late in the Chiba shadows, but they rarely bother nerdy men wearing anime shirts. Such little men sleep unmolested on Chiba park benches after the bars close.

Momonjii himself has dedicated many resources to finding and eradicating Valentina A and her horde. Several Bunraku-66 combat androids have been deployed throughout Chiba on sweep and clear minions against the techno-undead. He loathes Valentina A as a corruption of his masterpiece. Momonjii doesn't realize that the Ubume Empress has taken an interest in Valentina A, and she might become The Empress' new favorite if she ever discovers what she is seeking. Valentina A's sorrow and madness are attractive to the Empress, pretty mirrors of her own divine melancholy….

Wet Hell Taxi - CR 8

Huge NE Aberration
XP 4,800
Init +5 **Senses** Darkvision 120 ft, scent, Perception +17
Languages Abyssal, Japanese

Defense
AC 22 **Touch** 10 **Flatfooted** 20 (-2 size, +1 DEX, +1 dodge, +12 natural)
HP 12d8 + 84 hp (138 HP)
FORT +11 **REF** +5 **WILL** +8
Damage Reduction 5/good and magic

Offense
Spd 250 ft (5 chase scale squares)
Melee +15/+10 slams (2d6+8 bludgeoning, 20/x3)
Ranged +8/+3 acidic diarrhea (3d6 acid, 20/x2, 20 ft range increment)
Special Qualities Freeze (ordinary taxi cab and driver), No Breath
Spell-Like Abilities (CL 10th Concentration +12)
At Will – Vacate Bowels (F-DC 13- passengers in the rear seat only)
1x/day – Fossilize Wastes (F-DC 16)
- Mire the Soul in Shit (W-DC 15- passengers in rear seat only)

Statistics
Str 26 **Dex** 13 **Con** 24 **Int** 11 **Wis** 15 **Cha** 13
Base Atk +9 **CMB** +17 **CMD** 28 (cannot be tripped)
Feats Dodge, Improved Initiative, Improved Overrun, Intimidating Prowess, Mobility, Spring Attack
Skills Bluff +16, Disguise +26, Intimidate +24, Perception +17 (racial modifiers: +10 racial bonus on disguise checks to pass for an ordinary taxi)

Ecology
Environment any urban (mostly found in larger Japanese cities, especially Tokyo and Kyoto, but occasionally found in more rural townships- unknown outside Black Japan)

Organization solitary
Treasure standard

Special Abilities

Inescapable Cage (EX)

The Wet Hell Taxi can seal its plexiglass passenger compartment tightly. Its passenger compartment has AC 20 and 50 HP; damage done to the passenger compartment does not affect the creature itself. When sealed, the door locks and latches disappear into the creature's living metal skin, preventing Disable Device checks from being made.

The Wet Hell Taxi can make slam attacks against creatures in its passenger compartment, mostly by rapidly changing direction and flinging them about, bashing them against the inner surfaces.

Shit Feeding (SU)

Each time the Wet Hell Taxi affects a target with its Vacate Bowels ability it recovers 5 Hit Points, and any harmful transmutation or enchantment effect affecting the Wet Hell Taxi ends.

If the Wet Hell Taxi uses its Mire the Soul in Shit ability, the Wet Hell Taxi gains the use of a single feat possessed by the victim for 4d6 hours after the creature's death. The chosen feat cannot have any prerequisites. During this time, the Wet Hell Taxi gains basic knowledge about the victim (such as her name, occupation, place of employment, address, and similar) and gains the ability to perfectly imitate her voice. It often uses this ability to attract additional victims. The gamemaster should require INT checks to remember particularly complex or detailed information.

Vacate Bowels (SP)

The Wet Hell Taxi can use its Vacate Bowels spell-like ability as a swift action against any creature trapped in its rear passenger compartment.

Roleplaying

The Wet Hell Taxi is a horror of rape, violation and fetishistic humiliation. The creature takes the form of a typical Japanese taxi, kitted out in faded livery colors and staffed by what looks like a bored Japanese man who might be a hard 40 or an easy 50, a cigarette hanging from his lips. The truth (which the Wet Hell Taxi is very adept at concealing) is that driver and machine are one; there is a hideous mass of mangled and charred tissue melted into a living, breathing engine block where the driver's legs and the pedals should be. The most perceptive sense something wrong- the vaguest scent of burning pork and engine grease- and choose another taxi. The Wet Hell Taxi doesn't really mind (unless the lost prey is especially pretty, or smells like she might have especially delectable piss and shit), and there are plenty of victims to choose from in Black Japan. Especially late at night, after the bars empty.

The Wet Hell Taxi is a creation of the same lusts that cause souls to be reborn as Akaname. However, these creatures are far crueler and more predatory. Its preferred tactic is to isolate a lone woman in the rear seat compartment and than take a detour down some badly lit back street. There, the demonic automobile uses both magic and mundane intimidation to fill her bowels and bladder and force her to release. Its suddenly organic rear seats lap up the filth. Sometimes the Wet Hell Taxi lets its victim leave then, soiled and shaken. Other times it revs into motion and crushes the fleeing victim beneath its wheels. What outcome a victim can expect is purely a demon's whim.

Monsters by Challenge Rating

This alphabetic listing of the creatures in this bestiary is divided by Challenge Rating.

Challenge Ratings Below CR 1
Awabi (CR ½), Child Familiar (CR ½), Dakiniten Intern (CR ½), Feral Nekomusume (CR ½), Heart Plush (CR 1/3), Hitotsume-Kozu (CR 1/3), Kamaitachi (CR ½), Little Witch (CR ½), Panty Fairy (CR 1/3), Penguin (CR ¼), Personified Gun (CR ½), Pooplet (CR 1/3), Sankai (CR 1/3) Shiofuki Turtle (CR ½), Spark Fox (CR ½) Teru Teru Bozo (CR ¼), Ukemochi Cattle Girl (CR 1/3), Zashiki-Warashi (CR ½)

Challenge Rating 1
Benten's Delivery Girl, Child of the Gathering, Hidari Body, Ittan, Occult Delinquent, Surakami, Urban Akaname

Challenge Rating 2
Amikiri, Animated Object: Love Pillow, Aosaginohi, Binbogami, Blue Collar Kami, Goryohime Summoner, Hyakki Yokai Bargirl, Mie and Mau

Challenge Rating 3
Corrupted Marine, Ecchi Enchanter, Feral POETICA, Hell's Maid, Hibagon Oni, Ironbrother Yakuza, POETICA Hacktivist, Shoryohime, TBMS Catcher, Tokyo Metropolitan PD "Corpselicker"

Challenge Rating 4
Animated Object: Gyno-Bed, Breath of the Onsen, Enigma Clan Fox, Mie and Mau (BFG Mode), Shiro-Bozu, Stalking Washlet, Tokyo Metropolitan PD "Supercop"

Challenge Rating 5
Aketeko, Animated Object: Purikura Booth, Catgirl Sorceress, Gothic Paladin, Kanedama, Kitsune-Kiiroi Rapist, Ramat Sect Warrior-Girl, Skinless Yakuza, Teke Teke

Challenge Rating 6
Aswang, Black Car, Eto: the Ironpot Oni, Nure-Onna, Sazae-Oni, Ren Waita: Akaname Modern Spellcaster, TBMS Gasser

Challenge Rating 7
Baby Sister Ryoko, Combined Fleet Gunner, Jinzu, Mekurabe, Oni-Marrow Elite, Ushi-Oni

Challenge Rating 8
Eyrines Gunwitch, Goro Akabeko, H Child, Harionago, Koma-Inu, Rape Pure Fighter, Rokurokubi, Sakura: Kitsune Sorceress, Wet Hell Taxi

Challenge Rating 9
Black Teacher, Isonade, Jurogumo

Challenge Rating 10
Amakaze, Bunraku-66 POETICA, Dr. Momonjii in false form, Rape Pure Vermillion Futanari, Reos: Neko Barbarian

Challenge Rating 11
Bio-machine Ooze, Ho-Masubi, Peach Idol

Challenge Rating 12
Dr. Sukakagi

Challenge Rating 13
Devil Vigilante

Challenge Rating 14
Corpse Gallows, Daibutsu Guardian, Doll Maker Ooze, Taru Tsuyoi

Challenge Rating 15
The Dofuku, Tottori Horror

Challenge Rating 16
Amakaze Executive Board Member, Valentina A

Challenge Rating 17
Asami Kumo

Challenge Rating 18
Bake-Kujira

Challenge Rating 20
Momotaro, Slave Holder Mansion

Epic Challenges (CR 20 and above)
The Biwa Centipede (CR 23), The Genbu (CR 29), Izanami (CR 30), Momonji in true form (CR 22), The Shinigami (CR 25) The Ubume Empress (CR 27), The Vitruvian Walker (CR 28)

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